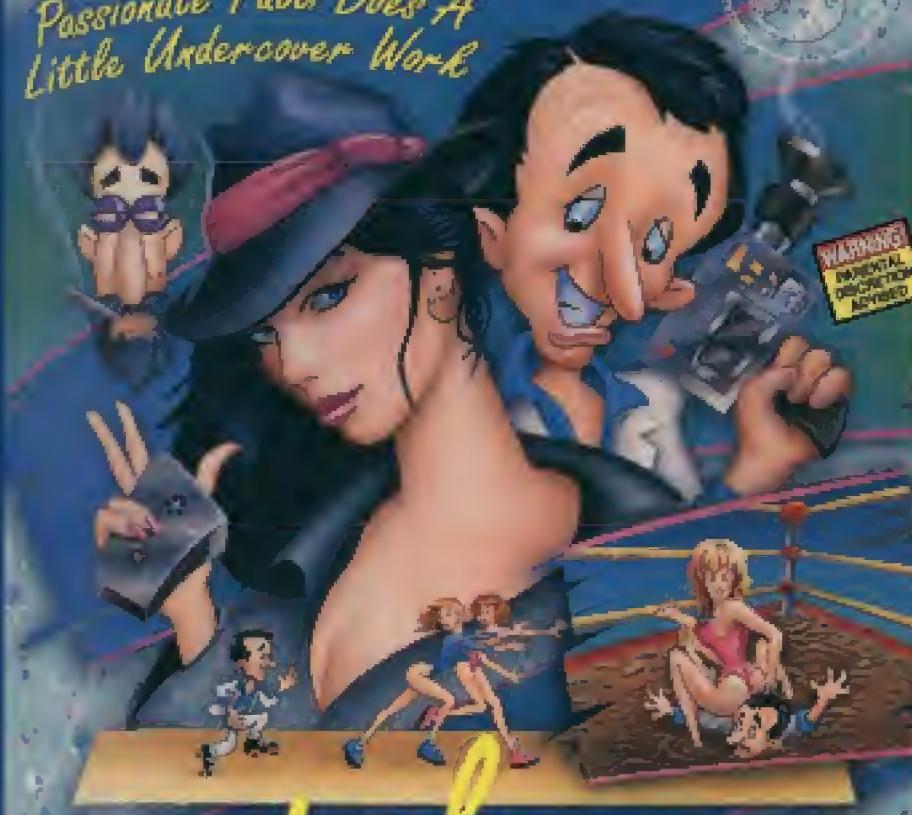


# Leisure Suit LARRY

Passionate Patti Does A  
Little Undercover Work



# Hintbook

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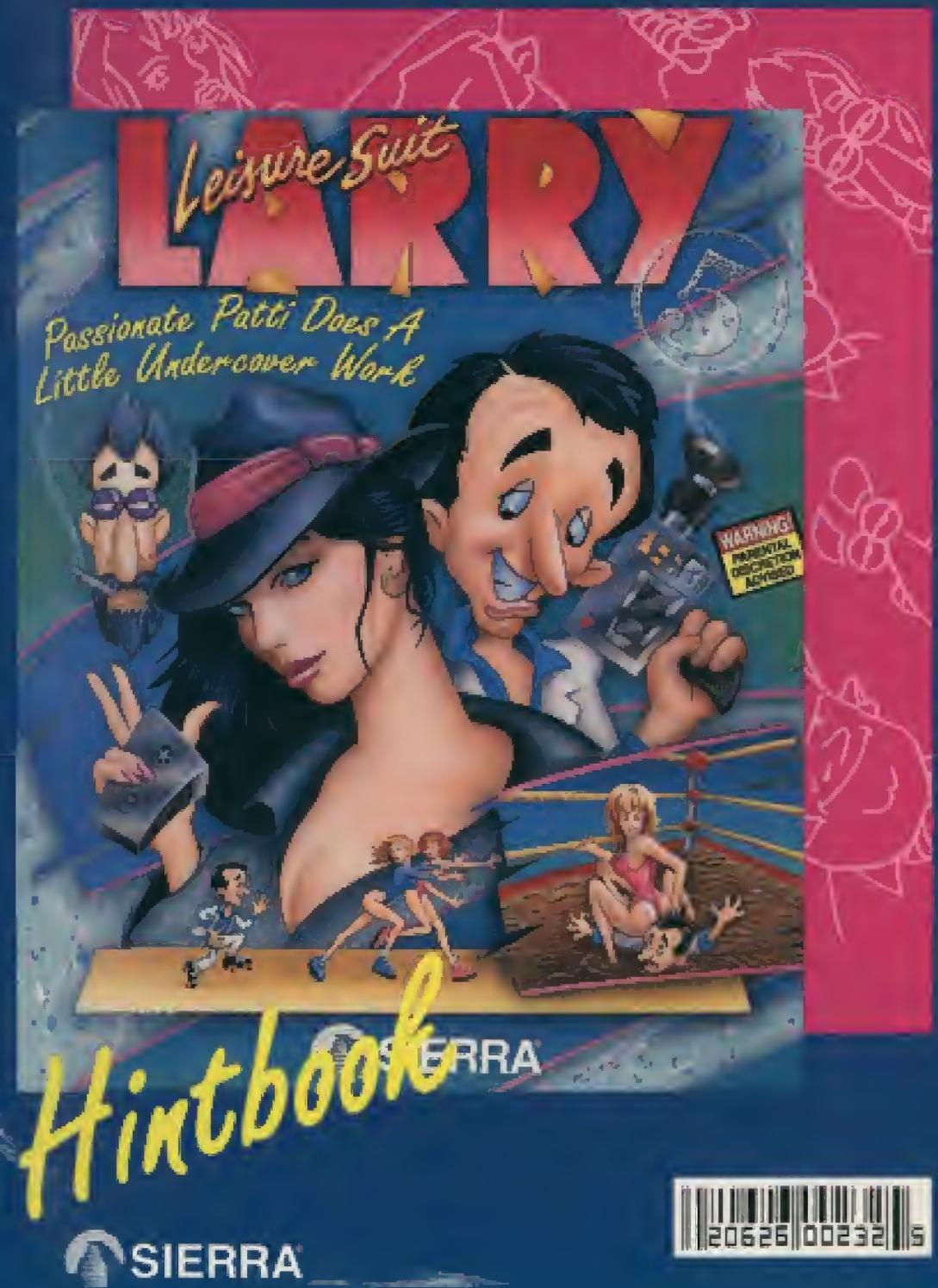
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*Passionate Patti*  
*Does A Little Undercover Work:*  
*The Hintbook*





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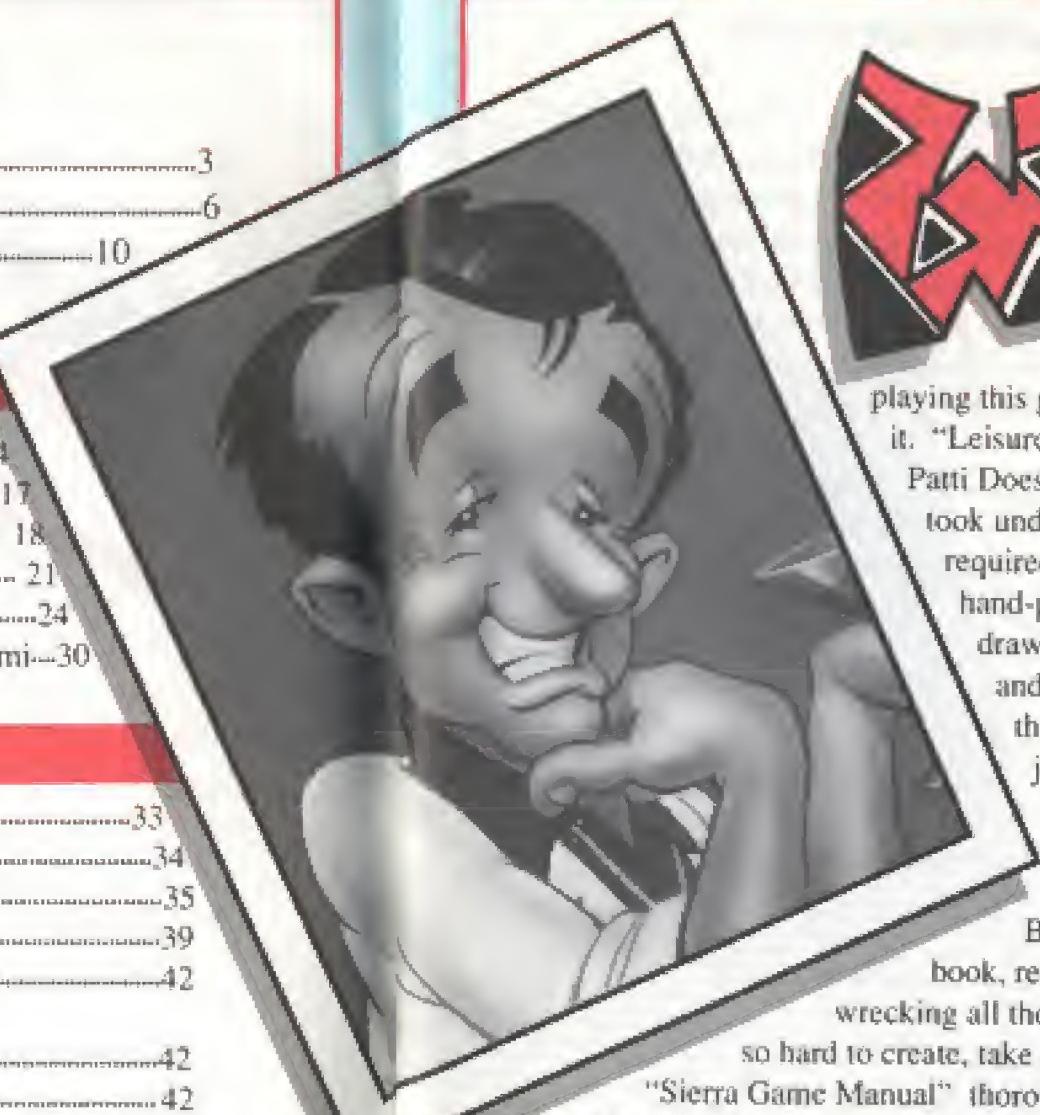
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Welcome back to the world of Passionate Patti and good old Larry; Larry Laffer!

I hope you're having as much fun playing this game as all of us had creating it. "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work" took under 300 person-years to create, required less than 4,000 life-sized, hand-painted, oil-on-velvet drawings, 1/4-million MIDI events and 2,200,000 lines of code. All this to deliver a couple of bad jokes. Was it worth it? You tell me. You're the one who paid for it!

Before you plunge into this book, reading all the answers and wrecking all those great puzzles we worked so hard to create, take some time and read your "Sierra Game Manual" thoroughly. (Remember it? It was that booklet you threw back in the box in your hurry to install the disks.) You may find that some of the questions you have about how the game works are answered in that manual.

## How To Use This Hintbook

In "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work," both Larry and Patti do a lot of traveling. The cities and locations can be visited in any order: Larry can go to Miami first, or Atlantic City, or the Big Apple. Patti has two locations to investigate; it's up to you to decide where to go to first. So I've organized this hintbook into a Larry section and a Patti section. Each section is divided by location. Use the Table of Contents to jump through the hintbook to the section dealing with your current situation.

Once you find a question that deals with your problem, place your "Adventure Window" card over the hints to reveal them one by one. Be careful not to read too much. The first answer is the mildest hint, something that gently steers you in the right direction... or, maybe even a wisecrack (that may, or may not, be instructive). The second answer is a little more specific. The third and any subsequent answers are specific, often giving you the exact steps you need to solve the puzzle. East and West refer to the right and left sides of your screen, respectively. There are maps in the back, although you probably won't need them.

## How NOT to Use This Hintbook!

Avoid reading those sections of the book that give hints for locations you haven't played yet (or those you plan to revisit)! Reading questions that don't pertain to the part of the game you're playing may reveal information you don't need or want yet. Read only the hints you're sure you need. There are even a few "red herring" questions thrown in every once in a while, just to keep you on your toes.

## When You've Finished the Game

Once you've finished the game, turn to the back of the book and check out the complete lists of every point and object. You'll learn ways to increase your score and/or provide some extra laughs you may have missed! Since Larry 5 has many puzzles with multiple solutions and you can finish the game with less than 150 points (out

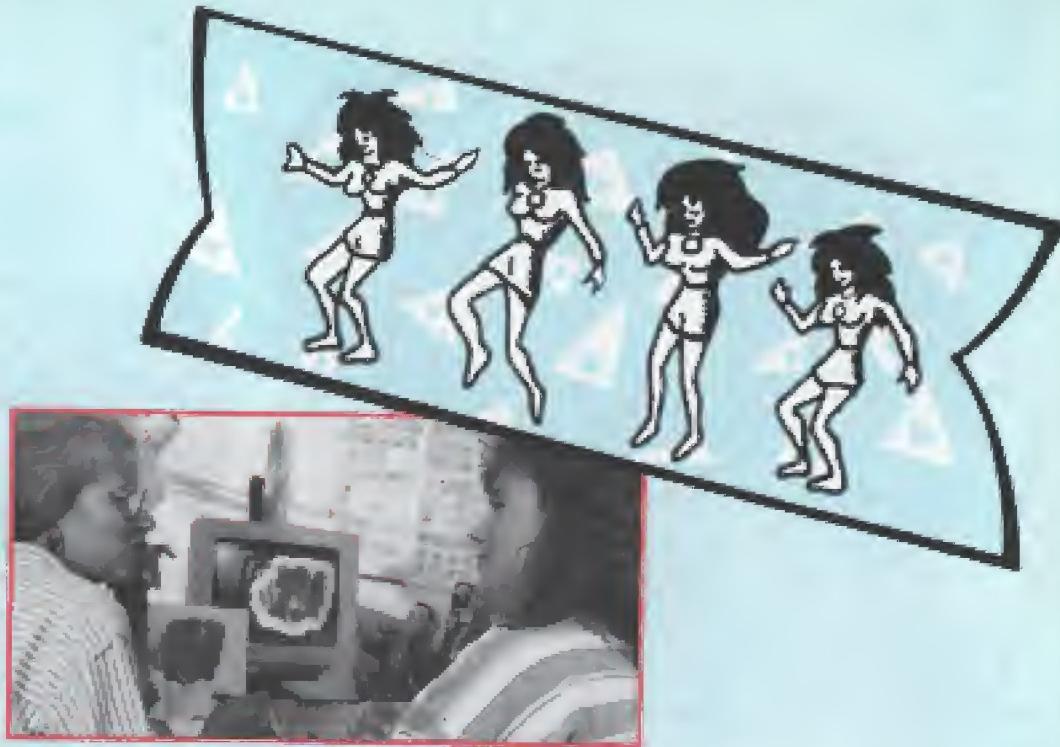
of a possible 1000), I'm sure there are some things you've missed.

Again, thanks for purchasing "Leisure Suit Larry 5: Passionate Patti Does A Little Undercover Work." I hope you're enjoying it, and that this hintbook increases that enjoyment! If you enjoyed Larry 5, be sure to check out Larry's previous adventures as well as Sierra's other 3-D animated adventure games.

**Al Lowe**

Creator of the  
"Leisure Suit Larry"  
series

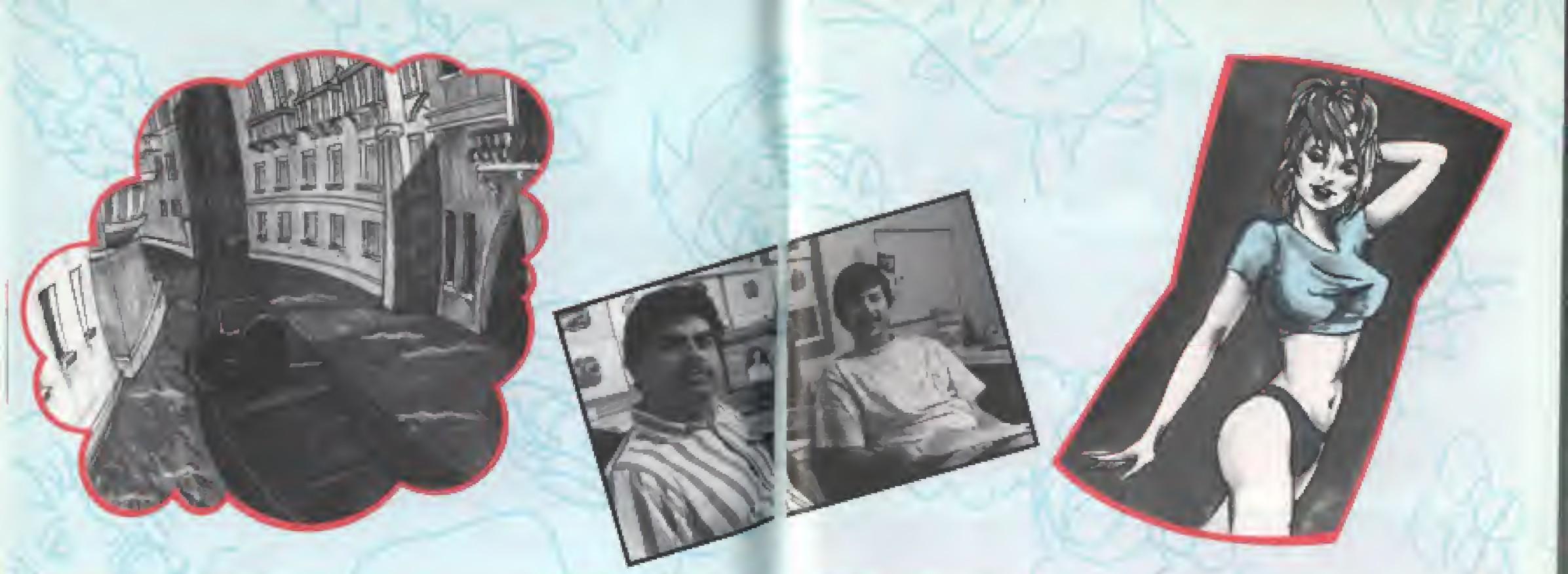




ompared to today's creation of light-and sound extravaganzas, making an adventure game eight years ago was trivial. A pro-grammer and an artist, doubling as game designers and direc-tors, could throw a game together in a few months. Back then, games were small, graphics were crude and less colorful, and the "music" was little more than a collection of irritating beeps and clicks. Today, with sophisticated digitized VGA graphics, music support for a long list of sound cards, and increasingly complex game designs, bringing a comput-er game to life has become a big-time operation involving dozens of artists, programmers, musicians and writers. Experts agree that if Al Lowe were to have designed, drawn and programmed "Leisure Suit Larry 5" by himself, it would have taken over 300 years...more than 60 times the life expectancy of an entertainment software designer!

s Production Designer, Andy Hoyos set the look and feel for Larry 5's ambitious graphic design. Working with Bill Skirvin (veteran of Larrys 2 and 3) to create a jazzy, contemporary look for the VGA upgrade of the original "Leisure Suit Larry in the Land of the Lounge Lizards," the result was deemed just as appropriate for Larry's latest adventure.

Art Team Manager Cheri Loyd (who may also be seen in "Police Quest III: The Kindred" as Sonny Bonds's wife "Sweet Cheeks Marie") and Art Designer Jane Cardinal oversaw the creation of the backgrounds and animation loops, and helped refine the broad artistic style. The challenge was to give the game its own unique flavor, while maintaining the overall appearance established in the new "Land of the Lounge Lizards." Barry Smith and Roger Hardy (an old hand from Larry 3) added their talents on



the animation side, adding dozens of little touches to give character to those few little pixels. In addition, nearly two dozen artists contributed to Larry 5.



ead Programmer Brian Hughes (of "Space Quest IV" and "Quest for Glory II" fame) and his able-bodied assistant Carlos Escobar ("Larry 3") spent over six months coding the game, working weekends, nights, and Rosh Hashanah. As is the case with most programmers, they tried to outdo each other to make the game as "solid" as humanly possible. With Larry 5, they outdid themselves. Yeoman duty on the programming side was handled by Oliver Breisford, Steve Conrad and John Hartin.

For the music of Larry 5, Al Lowe and Mark Seibert (Sierra's multi-talented Music Director, who can be heard making announcements

over the airport's PA system) looked to Hollywood. Craig Safan, a composer whose credits include the films "Stand and Deliver," "The Last Starfighter" and the television shows "Life Goes On," "Cheers," "Hitchcock Presents" and "Amazing Stories," was signed to compose a series of original themes for the game. That Craig was willing to forego the usual fame that accompanies Hollywood productions so that he could contribute to Leisure Suit Larry is a testament to the popularity of the series.

Chris Brayman, who created the hilarious music throughout the revamped "Leisure Suit Larry 1," also contributed substantial musical material to Larry 5. His compositions (and Craig's) can best be heard by using the boom box in the Tape room at PomProdCorp.

nd would this summary of Larry 5's VIPs be complete without mention of Al Lowe? Yes.



## General Questions

Who is higher, a Brigadier General or a Major General?

- 

How can you remember that?

- 

AI, how come you have so much General Knowledge?

- 

Are these examples of what you told me not to do? Could these actually be those "red herrings" you mentioned in your Introduction?

- 
- 

The manual says there's a bunch of icons at the top of the screen. I don't see anything but a black stripe. Have I got bad disks? Is my monitor too tall?

- 
- 

What are these icons all about, anyway?

- 
- 
- 

I've never seen a Fast Forward icon before. What does it do?

- 
- 
- 

What's the zipper for?

- 
- 
- 

How do I know what I have in my Inventory? What is an Inventory?

- 
- 
- 

How do I use something I've got in my Inventory?

- 
- 

How do I save my game?

-



## General Questions

### Who is higher, a Brigadier General or a Major General?

- In order of ascending importance: Brigadier General, Major General, Lieutenant General, General. Does that answer your first general question?

### How can you remember that?

- "Brig" = Be My Little General; "Major" = Brigadier Major; "Lieut" = Lieutenant General.

### AI, how come you have so much General Knowledge?

- Dang... I guess I need to know if you don't know anything about me.

### Are these examples of what you told me not to do? Could these actually be those "red herrings" you mentioned in your Introduction?

- Huh?
- Sorry, I'm reading the introduction. And I am supposed to just look over the first ten questions in the area that's assigned to you!

### The manual says there's a bunch of icons at the top of the screen. I don't see anything but a black stripe. Have I got bad disks? Is my monitor too tall?

- No, I'm sorry, I've got a "Smart Game Manual." If you read it, it doesn't say that you can't see them like that.
- You can have a question mark on the action bar whenever most of the screen isn't being used. If you're playing with a joystick, your cursor will make the icon disappear. Or press the ESC key or the four great command keys.

### What are these icons all about, anyway?

- The icons are your guide to the world of Cuttler and the *Smart Game Manual*. Read your "Smart Game Manual" to find out what they do.
- To learn what the icon does, click the Question mark and that question mark goes to the action bar.

### I've never seen a Fast Forward icon before. What does it do?

- It lets you fast forward.
- You can only fast forward through the beginning portions of the game. You have to play through the majority of the game.

### What's the zipper for?

- Zip it and see.
- Well, it appears to do nothing.
- Perhaps it's a spring power, as they try to increase some kinds of slow energy and decrease others, and I don't understand.

### How do I know what I have in my Inventory? What is an Inventory?

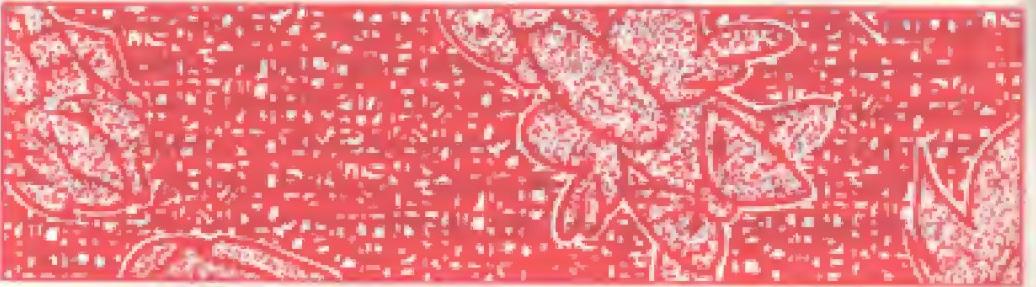
- Select the Inventory option from the character menu. You will appear on the screen, with your carrying bag open. To look at or manipulate an inventory object, move either the cursor or the mouse over it. When in the inventory, you may use the icons attached to the window.

### How do I use something I've got in my Inventory?

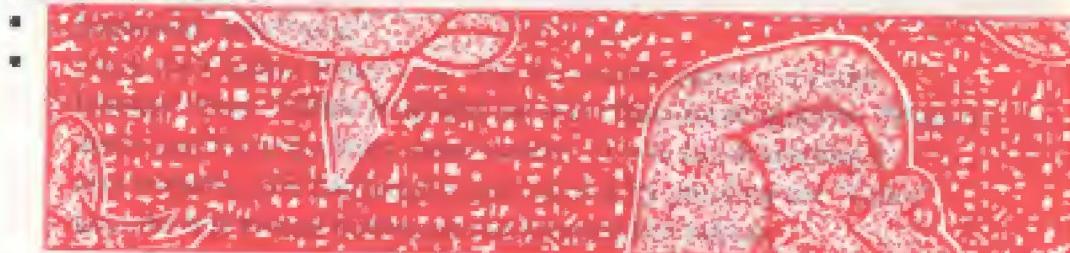
- Read what it says.
- To use something you've got in the game, first click on the Inventory icon on the action bar (or when the inventory is open). The tool you choose will appear. At the top of the inventory window, there may be several icons. Click on the arrow, then click the area on the object you want to use in the game. The arrow will change to a cursor representing that item. Click that now, and set the UK away. Close the inventory window and return to the game.

### How do I save my game?

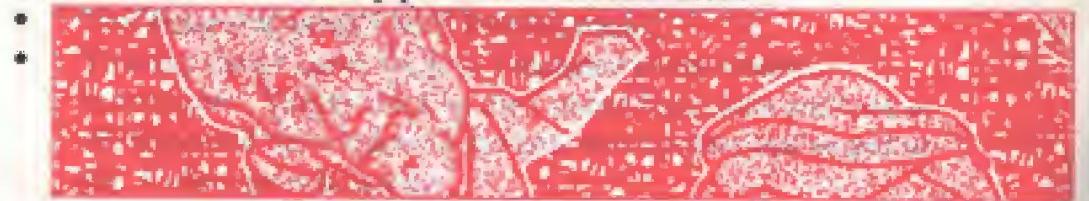
- Use **Ctrl** + **S** to save.



The text windows go by too quickly. The text windows go by too slowly.  
Fix it. Fix it now!



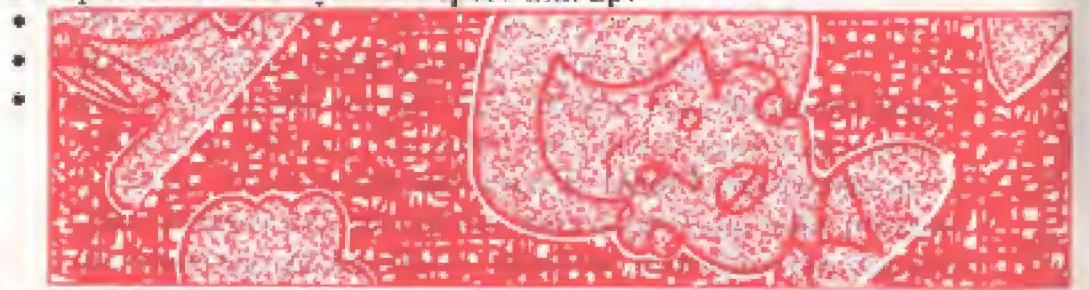
Where can I see how many points I've accumulated?



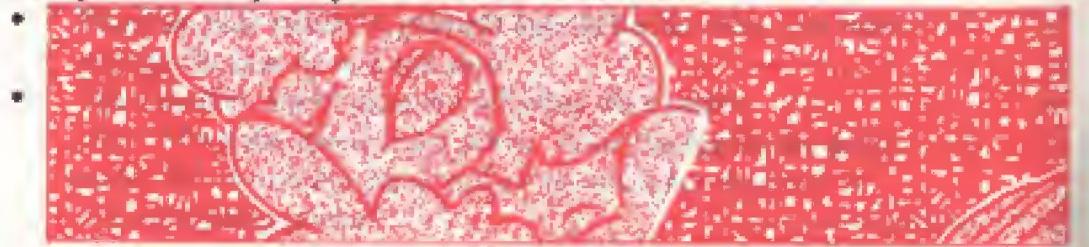
One thousand points? You must be yanking my chain.



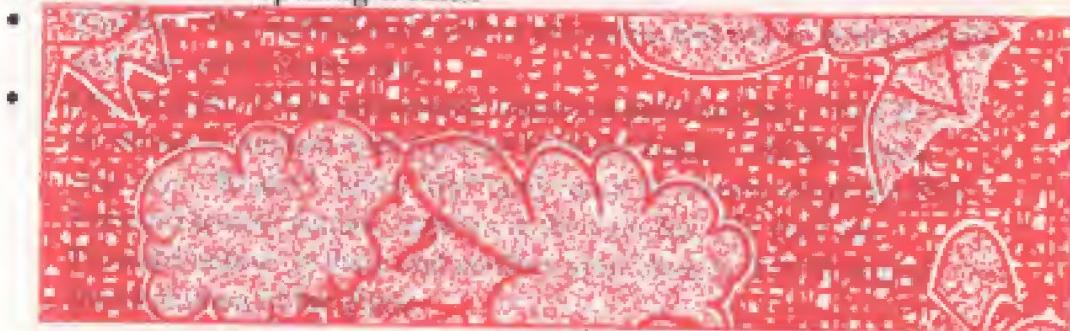
Larry walks too slowly. Can I speed him up?



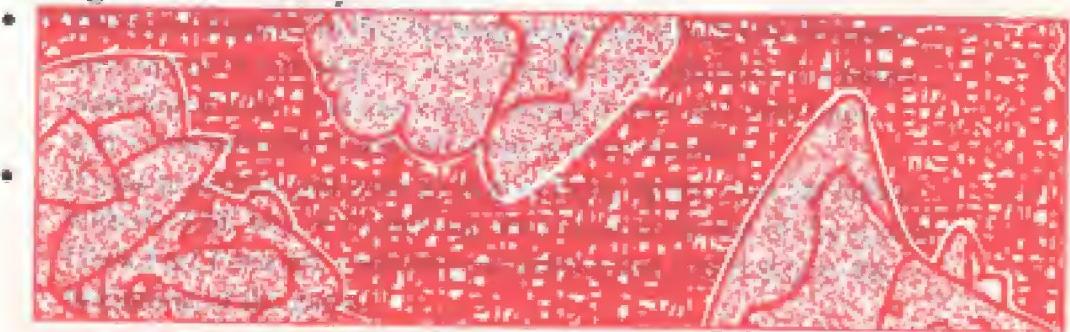
Larry walks too quickly. Can I slow him down?



I'm tired of these opening credits.



I've already seen this opening sequence. Must I sit through it over and over again? Have mercy!



I forgot my password! Or...

My Dad doesn't really care if I play this game! It's okay with him, I bet.  
How do I get around that password stuff?



- What would you do if you were a right mouse? You'd scroll to the top of the screen. In order to do the same here, Barron has to slide the slider control up along the Control Panel. Press the "Text" button. This is a pattern for accumulating points. The points are not different in value, but they are limited to one position. Try to make just one get through. To start in all new cases, or make it a different character, press the appropriate button.

### Where can I see how many points I've accumulated?

- You'll never find it because it's been yanked long ago.
- To access them, scroll the mouse. It's located in the center of the Control Panel, and when you click on the button, it will tell you how many points you've got so far. But that's not all...

### One thousand points? You must be yanking my chain.

- I suggest that you take a look at your efforts.
- You can always go back to a point exactly ten minutes ago.

### Larry walks too slowly. Can I speed him up?

- I suggest that you...
- ...press the "Forward" button to fast forward.
- That is, scroll a point of time forward. With the Control panel, scroll up and down the slider along the bottom of the screen. The numbers you see are the seconds. You can also scroll away the "Forward" button to make the scroll bar move with it. And then you can do something else: press the "Forward" button again. Of course, there's nothing on the scroll bar.

### Larry walks too quickly. Can I slow him down?

- Roll up your sleeves, or the ones you're wearing, and just scroll your mouse wheel because that's all.
- Open another window related to slowing down Larry...
- ...After the speed-up dialog box, you also have the "Forward" button, which you should turn on, and you can do the same thing as before with the scroll bar.

### The text windows go by too quickly. The text windows go by too slowly. Fix it. Fix it now!

- In patient, aren't you?
- Click the Control Panel icon. Go to the control panel in a slide labeled "Text." Slide it up and the text clears more quickly. Slide it down and the text clears more slowly. If you finish reading a text window, you can usually get rid of it by pressing the "Enter" key, the left mouse button, or the joystick fire button.

### I'm tired of these opening credits.

- Too bad. We asked real bad on this game and you're gonna pay.
- Well, all right. Click on a mouse button or press any key. You'll be shown a window with the last forward button. Hit the button that says "Really? Show Me!" and you'll be shown where the Last Forward button actually appears in the icon bar. Hit the Last Forward button up there and confirm your choice. You'll skip to the beginning of the game.

### I've already seen this opening sequence. Must I sit through it over and over again? Have mercy!

- There are options in this opening sequence which you'll surely miss out on if you skip it. Also, the plot is explained in a rather convoluted way. I advise you to watch it over and over until you've internalized it and can recite it from memory.
- If you're certain you want to skip it, bring up the icon bar earlier, with the ESC key or by moving the cursor to the top of the screen. Click Fast Forward, confirm your choice and you'll skip to the beginning of the game.

### I forgot my password! Or...

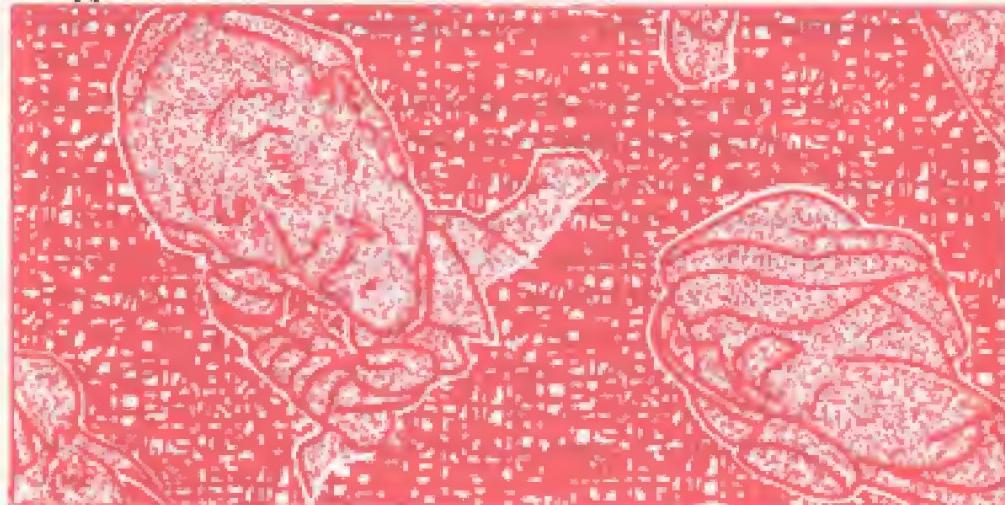
### My Dad doesn't really care if I play this game! It's okay with him, I bet. How do I get around that password stuff?

- You can try being a good little boy and just letting...
- Oh, stop your whining. You brought this headache just for this...
- ...Okay, you talked me into it. In your game history, not hidden (but only called MEISTER.DAT), keep you from meeting with it. Just read the name again.

## LARRY'S PARTS

PORNPRODCORP

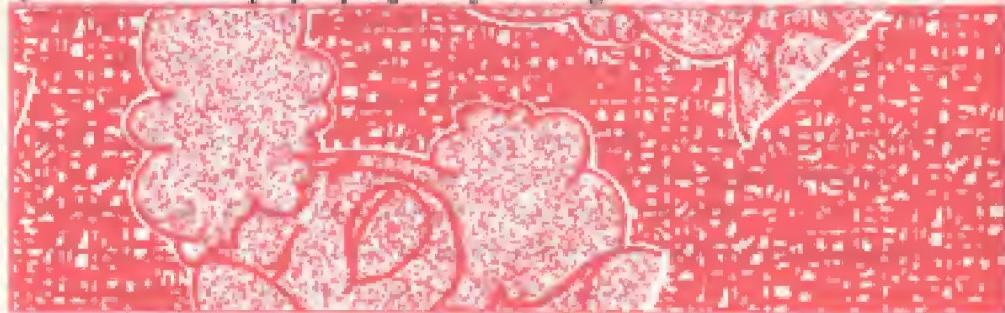
I'm just wandering around aimlessly in an office with funny carpet. What am I supposed to do?



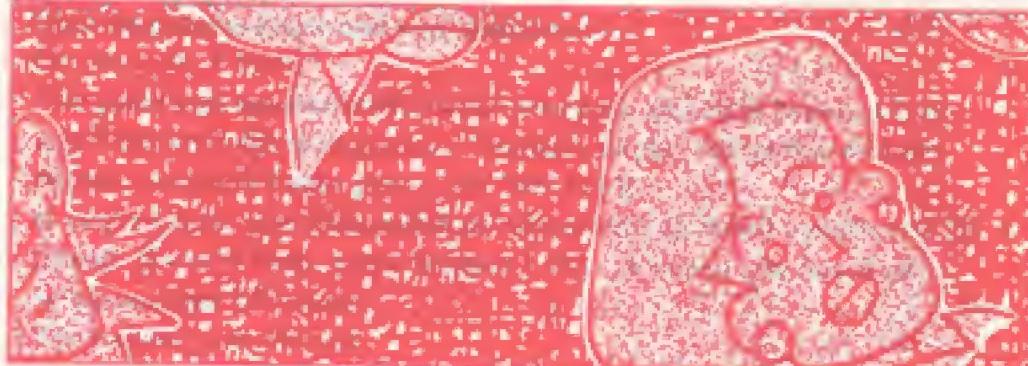
Mr. Scruemall said there would be a limousine waiting to take me everywhere I want to go. Where is it? I went outside and there's nothing out by the driveway but an ugly fountain.



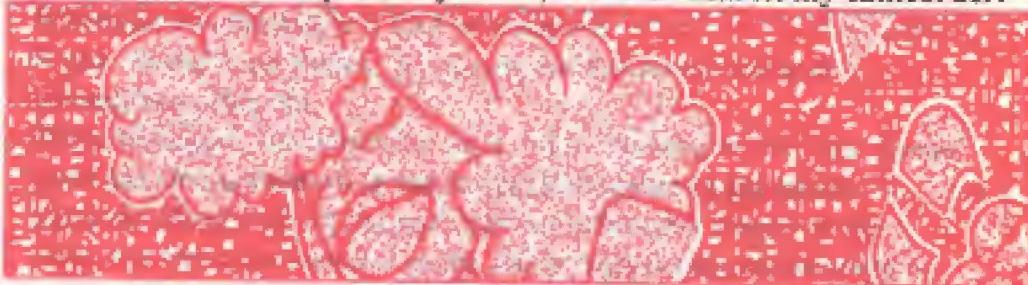
Why can't I videotape people just by clicking the camcorder on them?



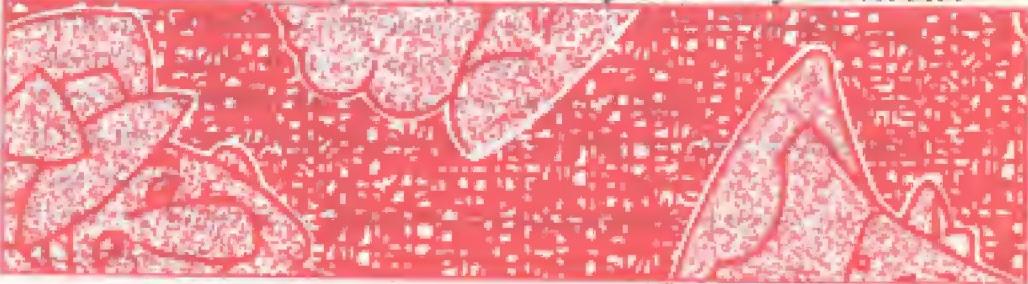
I'm tired of playing Larry! I'm tired of playing Patti! How can I switch to the other character?



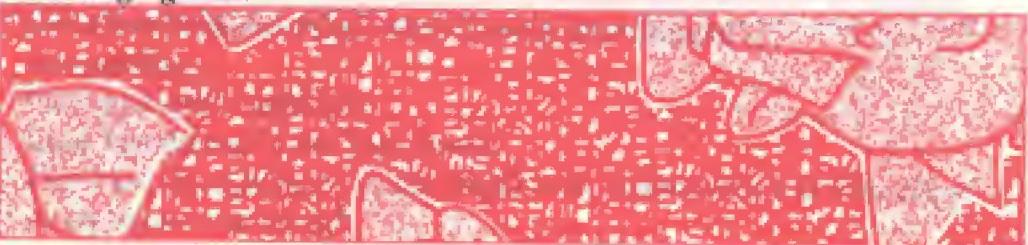
There are piles of videotapes everywhere, but none that fit my camcorder.



I found the correct videotapes; why won't they work in my camcorder?



When I look at my camcorder, it tells me it's not charged. How do I go about changing that?



## LARRY'S PARTS

PORNPRODCORP

I'm just wandering around aimlessly in an office with funny carpet. What am I supposed to do?

Mr. Scruemall said there would be a limousine waiting to take me everywhere I want to go. Where is it? I went outside and there's nothing out by the driveway but an ugly fountain.

**Why can't I videotape people just by clicking the camcorder on them?**

I'm tired of playing Larry! I'm tired of playing Patti! How can I switch to the other character?

**There are piles of videotapes everywhere, but none that fit my camcorder.**

- It's hard to believe that the first time I ever heard of the *Dark Tower* was from my dad, a huge *Star Trek* fan who had no idea what it was. I'm not even sure he'd have liked it. I mean, I'm not sure he'd have liked *Star Wars*, either. He was a man of reason, and I think he would have found the whole concept of the *Tower* a little...odd. I mean, it's like the *Star Trek* holodeck, but instead of being a simulation, it's real. And it's...huge.

I found the correct videotapes; why won't they work in my camcorder?

**When I look at my camcorder, it tells me it's not charged. How do I go about changing that?**

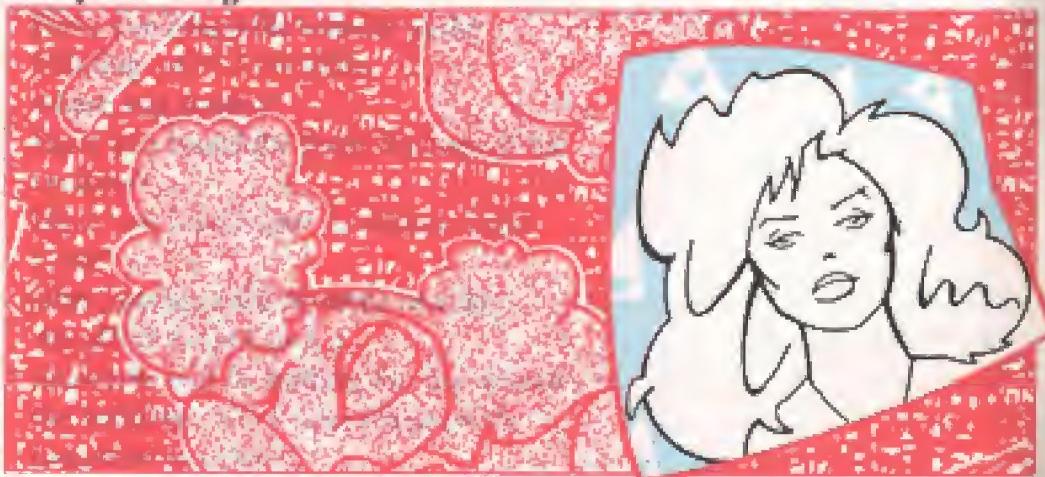
I've got a camcorder and a device to charge its battery. What must I do to get the thing charged up?



I can't tell which tape is which. These tapes all look alike to me!

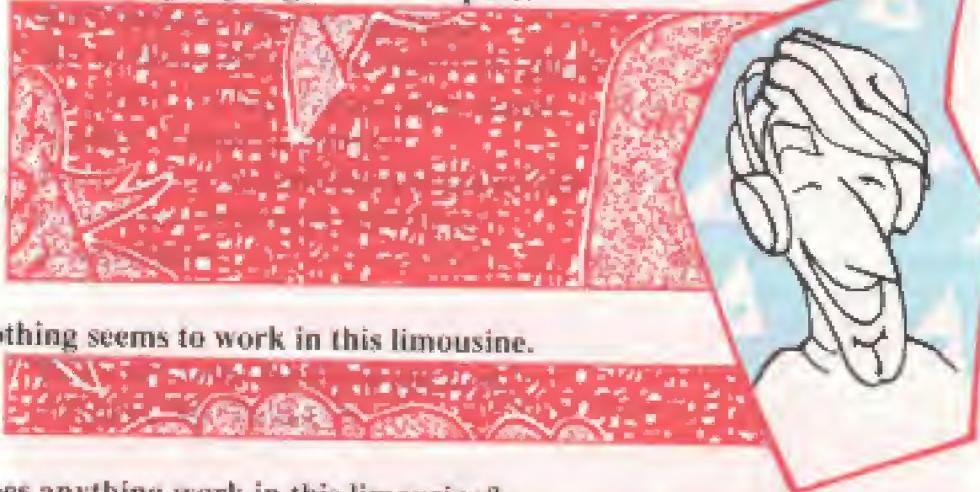


I'm ready to leave PornProdCorp, I think! Trouble is, there doesn't seem to be anywhere to go.



## LARRY'S LIMOUSINE

When are we going to get to the airport?



Nothing seems to work in this limousine.



Does anything work in this limousine?



Is there anything I can find in here?



How do I tell my chauffeur where I want to go?

I've got a camcorder and a device to charge its battery. What must I do to get the thing charged up?

- Find an outlet. (And I don't mean in Ethical Science Therapy.)
- Where have you seen something electrical?
- There's an electrical outlet on the wall by the office marker at PornProdCorp, and there are also outlets in every airport, on the west wall of the west tower.
- Select the battery recharger from Inventory and click it in an outlet to plug it in.
- Select your camcorder from Inventory and click it on the plug of the battery recharger.
- The camera's battery is so little, it only takes 3 minutes to charge. While in the Inventory window, use the Esc key or esc when the camcorder is at 100% power.
- You may need to **Hold** (mouse) the camcorder to **refresh** and refresh both the camera and the recharger.

I can't tell which tape is which. These tapes all look alike to me!

- Count the tracks the tape we recorded in the tape. You will know if a tape is new, degaussing, or already recorded.

I'm ready to leave PornProdCorp, I think! Trouble is, there doesn't seem to be anywhere to go.

- Have you found the cockpit of the hotdog car in the lobby where you parked?
- Have you found the alarm system in the hallway?
- Have you found your Aerotank yard car?
- After you leave the station and the Aerotank yard car, drive down the driveway and go driving in your car in the parking lot. Click your keyboard to increase your speed.



## LARRY'S LIMOUSINE

When are we going to get to the airport?

- We'll be there when we're there.
- We're almost there. What time is the departure? Perhaps it's morning, 7:00 AM.
- I don't know what time it is.
- You'll never know until you check the radio, and you thought of the radio in my limousine.



Nothing seems to work in this limousine.

- That's not in the purview of a question.
- I think Mr. T asked it.

Does anything work in this limousine?

- That's better.
- No, at least not in the purview of the game.
- Not if you're lucky. You can do Paul's Party, and you'll probably find out that just being a sap isn't always what gets you in trouble.

Is there anything I can find in here?

- You probably can't find anything else in here.
- Keep your eyes open. You may find something useful and useful if you're observant.
- Please note to me how long it may take to be able to make "Porkchop" on the computer so you can upgrade the PORNPROD Corp.

How do I tell my chauffeur where I want to go?

- If you're going to the airport, you can just tell the chauffeur you're going to the airport.
- Your object is to track down those lost bits of the luggage tag right? How would you know where to find them?
- You can have anything that refers to them.
- Look in the responses!

## AIRPORTS AND AIRPLANES

Be sure to also look under each city for Airport and Airplane hints specific to that city.

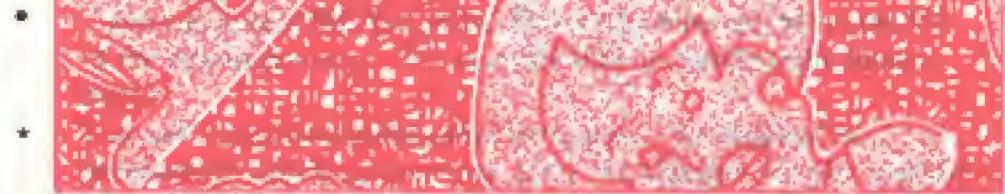
- 
- 
- 

Huzzah... I've made it to an airport! Now I'm getting somewhere!

- 
- 
- 

Can I go anywhere from this curb outside the airport?

- 
- 
- 



I'm at the ATM Machine. What can I do here?

- 
- 
- 



How do I know which destination to select first?



The ATM ate my AeroDork card! Looks like I'm hopelessly stuck now!

- 
- 
- 



I'm in the Airport Terminal, but I can't find a gate or a plane!

- 
- 
- 



- \* *Other uses. It is often used for U.S. tax purposes to determine the amount paid of the three-year limit for filing returns. See also [overpayment](#), [penalty](#), [tax audit](#), [tax avoidance](#), [tax evasion](#) and [tax planning](#).*

## AIRPORTS AND AIRPLANES

**Be sure to also look under each city for Airport and Airplane hints specific to that city.**

- #### **■ The Last Step**

Huzzah... I've made it to an airport! Now I'm getting somewhere!

Can I go anywhere from this curb outside the airport?

- \* What kind of game would you actually play to say the answer... and
  - \* what would the answer be? (the number of M's in the last of the airport doors...) It takes time to think about these.
  - \* You can probably see the other problem - the sequence of letters in the last word. The first few words all start with the same letter, so it's not as hard to remember them.

I'm at the ATM Machine. What can I do here?

and to the people of the world. We are the first to take this great opportunity to thank the Museum of Art for its kind invitation and for the kind of work which it has done for us.

**How do I know which destination to select first?**

- There's no getting around it, I'm a little bit of a hoarder. I have stacks of old papers, old photos, old books, old CDs, old clothes, old shoes, old toys, old furniture, old tools, old equipment, old electronics, old car parts, old odds and ends, old... well, you get the idea.

The ATM ate my AeroDork card! Looks like I'm hopelessly stuck now!

- \* Not all software is always used
  - \* You can read a unit for a problem that takes 1000000 years
  - \* Most software has 11M errors at the beginning and 80% remain after 10 years even though you fix it

I'm in the Airport Terminal, but I can't find a gate or a plane!

When is my plane going to board?

- *Program*
  - *Region*
  - *Region*
  - *Source of data*: *What might the following information tell us about your source in the 17<sup>th</sup> century?*

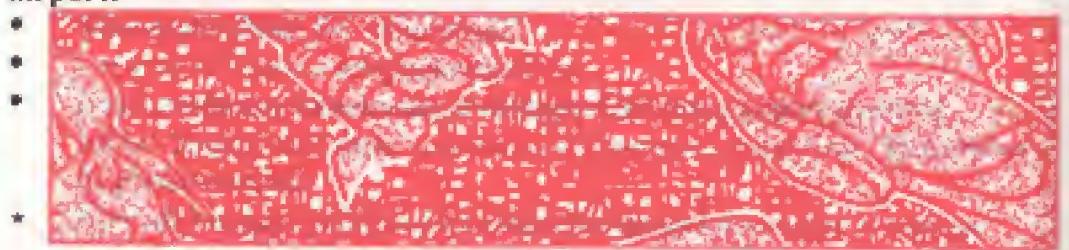
Once the plane is officially boarding, how do I get onboard?



Is there anything I can do onboard the plane?



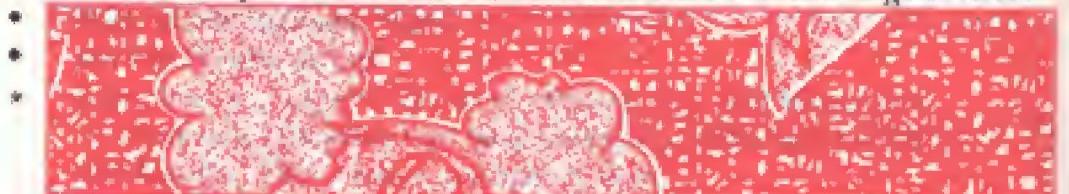
I've landed in a new city, but I'd like some transportation out of the airport!



Say, those gals behind the desk are CUTE! I bet they're the ones I'm after!



I'm done with my three interviews, but I don't know where to go to next.



The plane is going to crash!



I don't know how to fly an airliner!



## THE HARD DISK CAFE NEW YORK CITY, NEW YORK

How in the world do I get out of La Guardia?



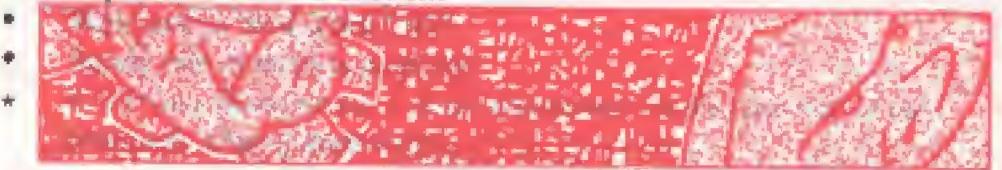
Is there anything I need to do before I leave this airport?



Got any spare change, man?



All the phones here are broken!



Where do I tell the limousine driver to take me?



### Once the plane is officially boarding, how do I get onboard?

- \* You'll need your boarding pass.
- \* You'll need to be in the *Airline Boarding Lounge* before flight time.
- \* You'll need to go through security at the airport.

### Is there anything I can do onboard the plane?

- \* You can drink beer.
- \* You can eat food that resembles either fast food or fast food. I mean, seriously, who's ever seen a airline cafeteria menu? It's just equal to your last fast food meal, except it's full of salt.

### I've landed in a new city, but I'd like some transportation out of the airport!

- \* You can take local transportation.
- \* You can buy a car and drive away.
- \* You can take a taxi or limousine but you'll have to trust the driver because... well, drivers are usually not the most trustworthy people.
- \* You can get into town via bus or subway, which also depends on the city.

### Say, those gals behind the desk are CUTE! I bet they're the ones I'm after!

- \* You can ask them for their number.
- \* You can compliment them on their looks.
- \* You can buy them a drink and then ask them for their number.

### I'm done with my three interviews, but I don't know where to go to next.

- \* You can go to the airport.
- \* You can go to the hotel.
- \* You can go to the bar and have a few drinks.
- \* You can go to the airport again.

### The plane is going to crash!

- \* You can close your eyes and hope for the best.
- \* You can yell at the pilot. They'll just make you feel better.
- \* You can yell at the passengers.

### I don't know how to fly an airliner!

- \* Don't worry. Do whatever you want.
- \* Start speaking Yiddish. That's what the flight attendants do, and you'll probably find out that they're your people.

### THE HARD DISK CAFE

NEW YORK CITY, NEW YORK

### How in the world do I get out of La Guardia?

- \* Vendors in New York City have been told that you can take a taxi.
- \* See the question to *Airport and Airplanes* about getting transportation out of the airport.
- \* Use the *bus* and the *train* at the top of the station with *train* a phone number and *bus* a toll free number.

### Is there anything I need to do before I leave this airport?

- \* Make sure you're off loaded up.
- \* Make sure your car cooler is all charged up.
- \* Don't let the *driver* on the far side of the terminal. See *Central Dispatch* for more information.

### Got any spare change, man?

- \* No, and you're not the one.
- \* But maybe you can get some from *Security*.
- \* See the *collection boxes* by the *U.P. Lounge*, doesn't it look nice.

### All the phones here are broken!

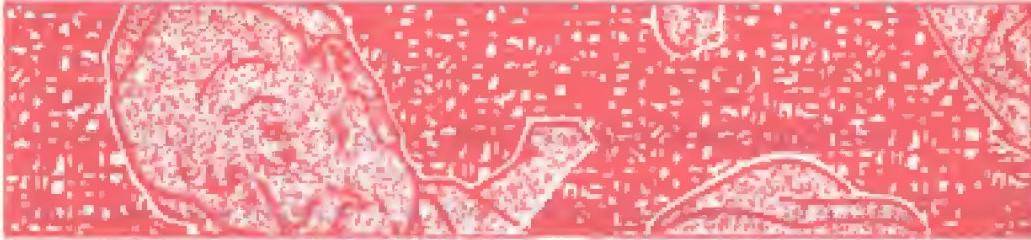
- \* Welcome to New York City.
- \* Surely one of them is working.
- \* Look for *flamingos* each of the *cabanas* on the *pool deck* of the *terminal*. They're the ones.

### Where do I tell the limousine driver to take me?

- \* She can't hear you so you can't tell her anything.
- \* But you can show her! See the *limo* in *Larry's Limousine* down *Central Avenue* with *John* driving.



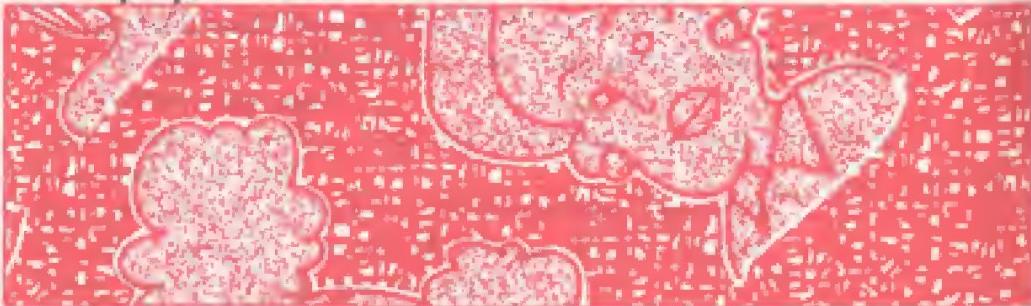
I'm in the Hard Disk Cafe, but I'm not a member, so I can't get past the Maitre D'...or can I?



Michelle went into the exclusive Herman Hollerith room, but my membership tape isn't authorized to let me in there!



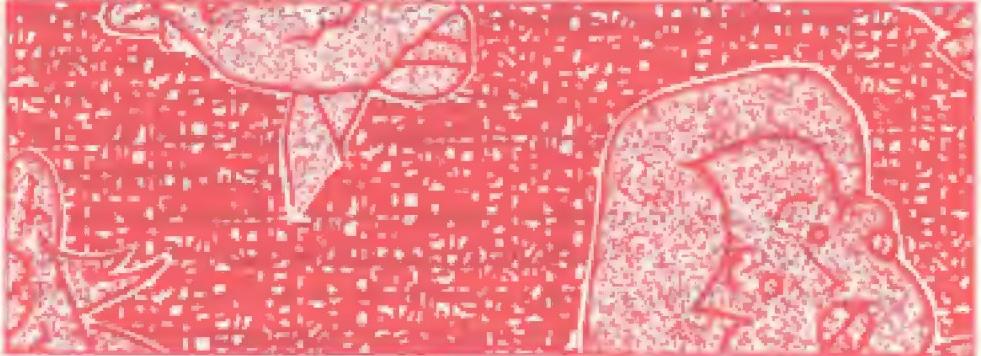
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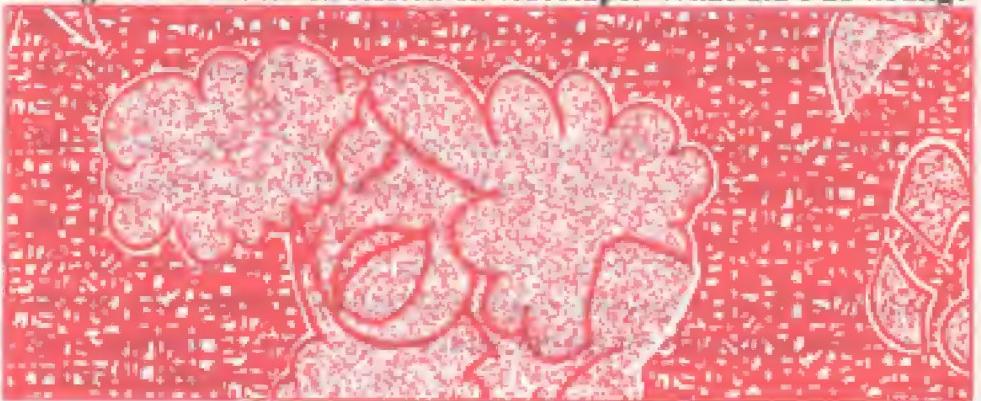
Michelle is sitting just a few feet away from me! What should I do? What should I say? Oh, I'm so nervous!



I can't seem to get anything going with Michelle. Any tips?



I didn't get our little lunch session on videotape. What did I do wrong?



How do I get back to LaGuardia when I'm done at the Hard Disk Cafe?



I didn't write down the number of the limousine service on that ad back at La Guardia. What is their telephone number?



- \* I can't seem to get anything going with Michelle. Any tips?
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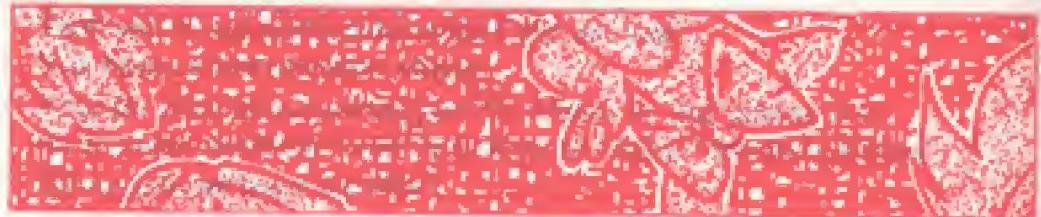
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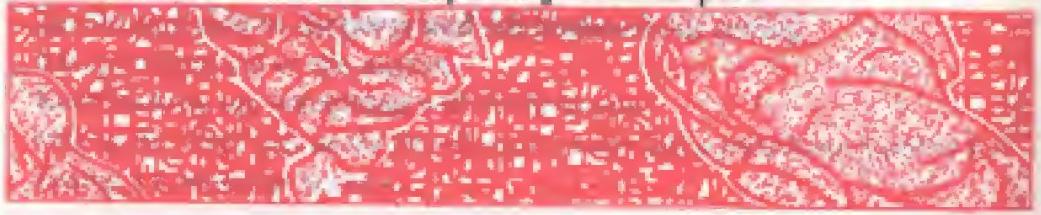
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I'm all through with the Hard Disk Cafe, but Bertha won't let me make a call.

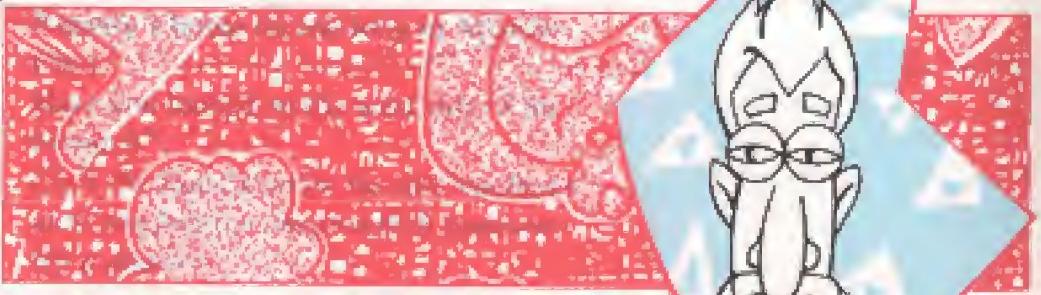


**TRAMP'S CASINO AND BOARDWALK  
ATLANTIC CITY, NEW JERSEY**

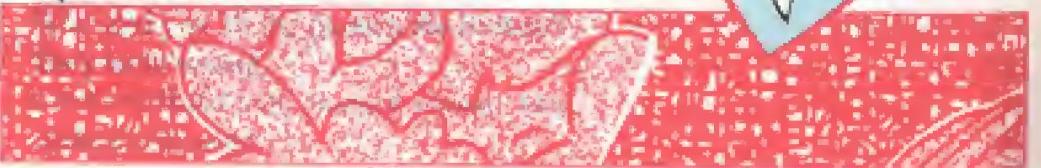
I'd like to see more of Atlantic City than just the airport.



Telephoning Tramp's Limousine Service will require me to make a call. But I'm broke. Again!



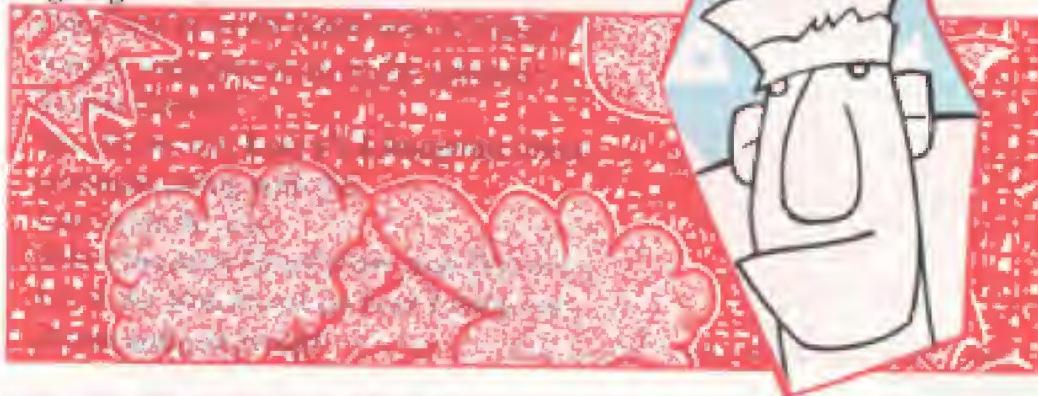
How am I supposed to call a limousine when all the phones are broken?



Is there anything I need to do before I leave this airport?



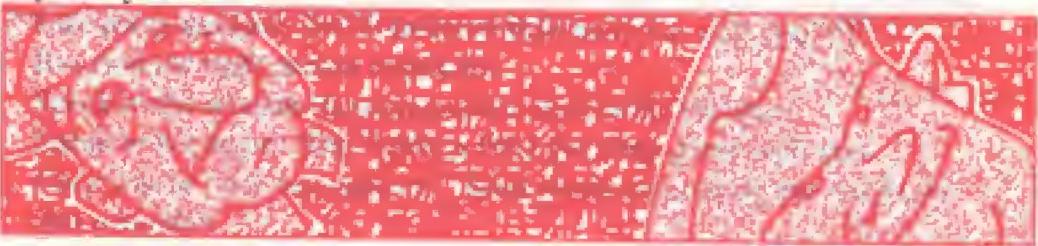
How do I get to wherever it is I'm supposed to be going?



Where can I find that matchbook?



I'd love to do some gambling at the Tramp Casino, but I don't have a penny to my name!



Can I play any of the games inside the casino?



I'm all through with the Hard Disk Cafe, but Bertha won't let me make a call.

- You haven't ready done all the calls you had
- You haven't met Michael Miller
- Read the signs about getting paid to "Marry It" and going over to Herman Hertzsch and you can't speak to Michael Miller because you can't do the H.R.

## TRAMP'S CASINO AND BOARDWALK ATLANTIC CITY, NEW JERSEY

I'd like to see more of Atlantic City than just the airport.

- See the section in Airports and Airplanes about getting transportation out of the airport
- Keep looking up anything will occur to you.
- Once the first call is the top of your agenda has a telephone number to Tramp's Limousine Service.

Telephoning Tramp's Limousine will require me to make a call. But I'm broke. Again!

- Naturally there is no telephone in Atlantic City
- Have you looked on the outside of the terminal?
- Check the telephone on the bus service to find out if the pay phones are still working.

How am I supposed to call a limousine when all the phones are broken?

- Check the menu at the Hard Disk Cafe
- The Silver Screen
- Call the Hard Disk Cafe and tell them you want to make a call.



Is there anything I need to do before I leave this airport?

- Make a call
- Go home without a checkup
- If you see the order on the fax, we've got the answer. See General Questions for more information.

How do I get to wherever it is I'm supposed to be going?

- Don't you realize the limousine is nearby?
- You can't suppose to go to the Terminal Tramp Casino
- See the section on Larry's Limousine about connecting with the limousine drivers
- Never take Mavis' car from your limousine. Use the Matchbook or your limousine driver until you're off.



Where can I find that matchbook?

- You might want information about your flight
- It's in Larry's limousine
- Look in the telephone book under Matchbooks

I'd love to do some gambling at the Tramp Casino, but I don't have a penny to my name!

- Look pretty good, they'll forgive that being an expert gambler
- Just find the right person to talk to
- Speak to the welcome-waitress on site the Casino manager
- Speak to her mate. She's got a little money down with you
- They won't let you in unless you have some cash and you can't come up with it.

Can I play any of the games inside the casino?

- You can't gamble gambling
- Whatever you can. The fun's in learning how to play. We wouldn't waste your time.
- Click on Help for a sample of the newsgroups on every

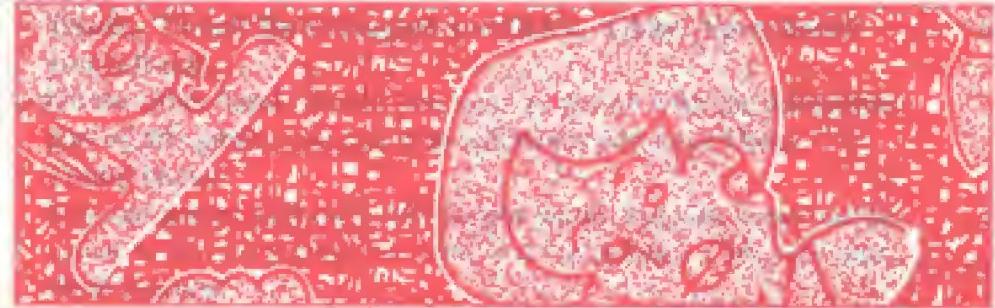
I'm not doing too well at this video poker. What's the secret?



I've gambled away all my money! I'm penniless at Tramp's Casino!



Gee whiz, Al, this Video Poker game is great! I could play all night!  
Should I?



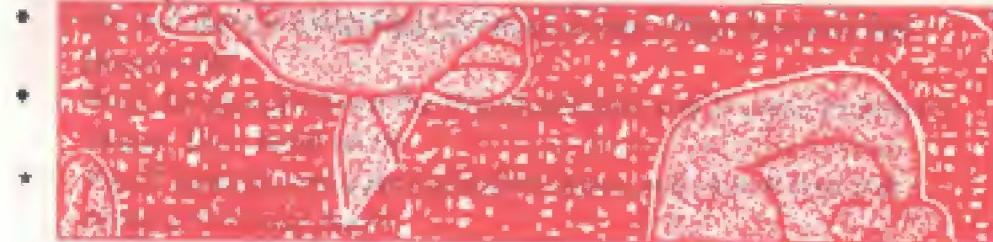
How long is this Boardwalk?



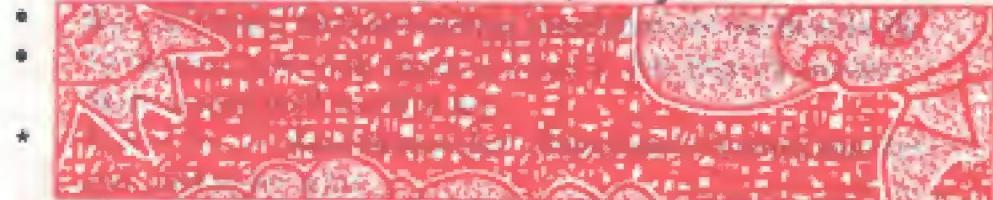
Am I supposed to try to rescue the volleyball player?



Is there anything I need on the Boardwalk?



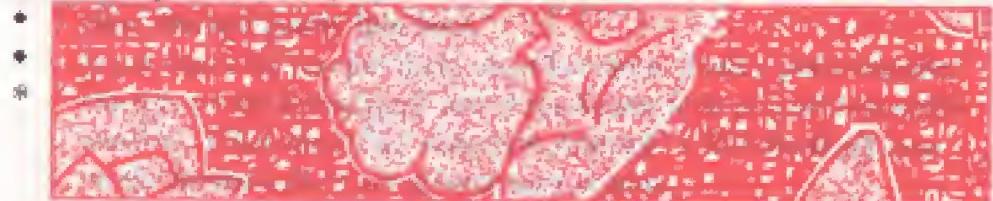
I know Lana's around here somewhere, but I just can't find her!



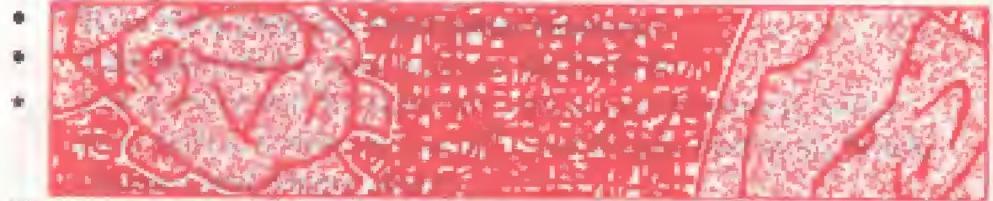
Where is that roller-skate rental place?



How do I get these #)(@#\$)& %? skates on??



How do I get these \$#@()@#! skates off??



How do I get my deposit back from Ivana?



### I'm not doing too well at this video poker. What's the secret?

- I'm not telling because I want to keep my secret...in the neighborhood, I mean to find out.
- You do have to play the video poker game, but you don't have to play it.
- Remember you're playing a computer game, not a gambling situation. You can't cheat a little.
- All right, already! I've taken enough of your time. Go get those buck's last bun game. When you lose a hand or two,
- just remember what comes from the last bullet.

### I've gambled away all my money! I'm penniless at Tramp's Casino!

- Only temporarily.
- You can always go to Tramp's now and keep gambling...as many times as you want to...just go to the "I" game. Plus they have some other games too, so you can look around to determine which you like best.

### Gee whiz, Al, this Video Poker game is great! I could play all night! Should I?

- I think I'll tell you about the video poker game. Sure, kind of your thing.
- On the other hand, you can do something with the adventure part of this game...you could stop when you have about 75% Tramp's buck's.
- You can get the most out of the game though, but that's up to you. Just do whatever you can to make the most out of that game.

### How long is this Boardwalk?

- Trish! If you ever do a short U-turn, about 7 miles.
- Seven miles.
- There are more than 100 different ways to travel along the boardwalk.

### Am I supposed to try to rescue the volleyball player?

- No.
- But you'd still have to know how to do it.
- And if you do know how to do it, then you'd better hurry, that ball's getting low!

### Is there anything I need on the Boardwalk?

- No, but there is something you should bring just in case on the Boardwalk!
- Well, for example, leave the Boardwalk and you'll come across Skies-Etc. Meek's by.
- You'll want to rent a pair of roller-skates. When you do that you'll need 220 Pennies.

### I know Lana's around here somewhere, but I just can't find her!

- She's probably off trying to find something on the Boardwalk.
- I'd look her off in one of the bars at Ivana's. That room off outside Skies-Etc. Meek's.
- I would also look around her. When you're looking into her eyes, she'll tell you where she is.

### Where is that roller-skate rental place?

- It's on the fourth level of the Tramp's complex.
- It's called I and Skies-Etc. Meek's.

### How do I get these #)(@#\$)& %? skates on??

- How about I tell you first hand!
- I would let you put them on when you're at the roller-skate rental place on the Boardwalk, and the skates will fit you fine. Just make sure you're wearing the right clothes or you'll fall.
- Once the roller-skates are on yourself, Check the Walk area on the Boardwalk to return and start skating!

### How do I get these \$#@()@#! skates off??

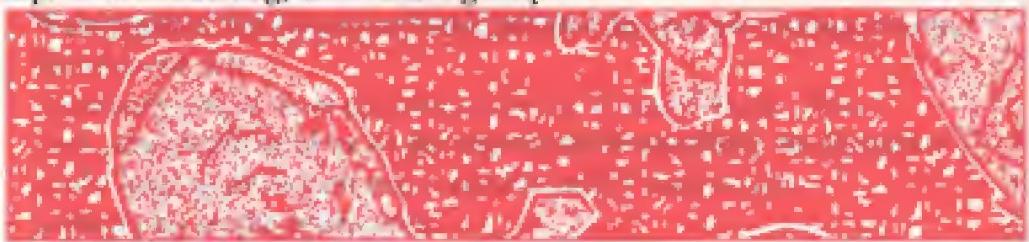
- You didn't tell me about roller-skates!
- Take them off the same way you put them on.
- I would let the skates go until you're ready to leave, and then throw them on yourself. You'll have to do the same to remove them before you leave.

### How do I get my deposit back from Ivana?

- Get your back the property.
- Get your car washed (at the Boardwalk interior shop).
- Rent the roller-skates from Ivana's and break them in for 10 days, then break them. She'll give you back part of your money, after you've passed all the damage from the done.



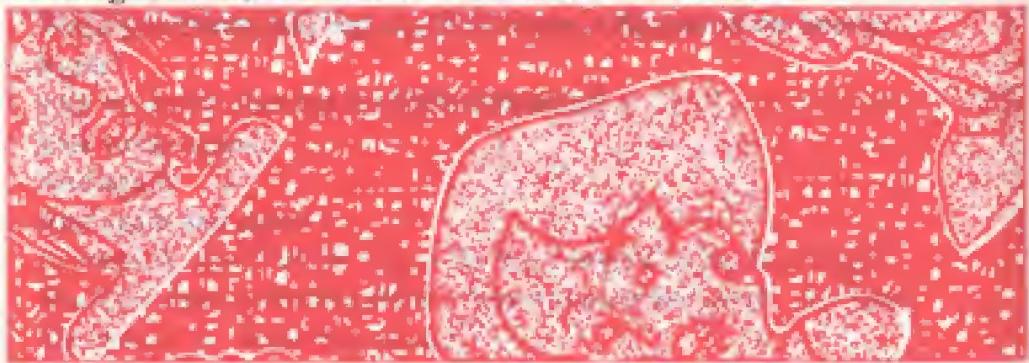
"Help! I'm swimming, and I can't get up!"



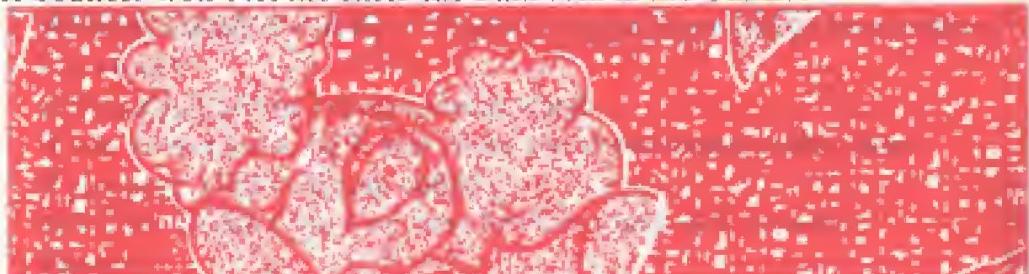
Lana doesn't seem to acknowledge me. Is it my breath?



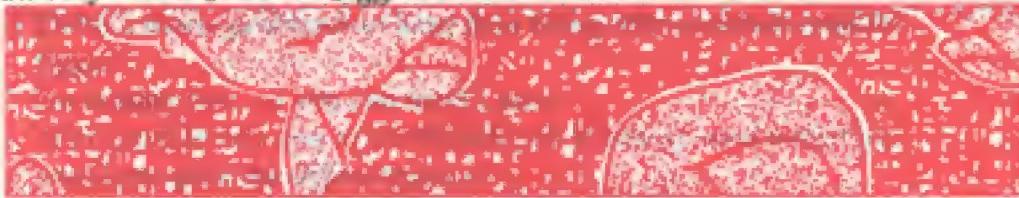
I'm talking to Lana, but she doesn't seem interested in me.



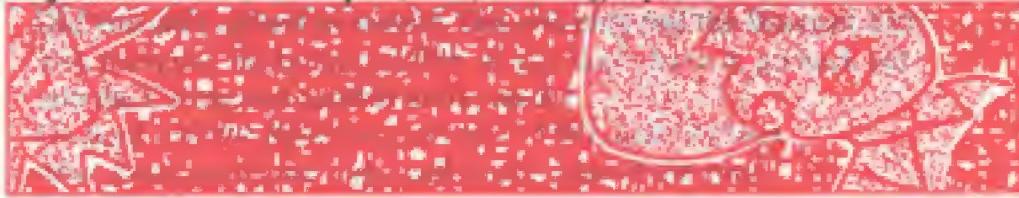
The bouncer won't let me enter the Ballroom in the Casino!



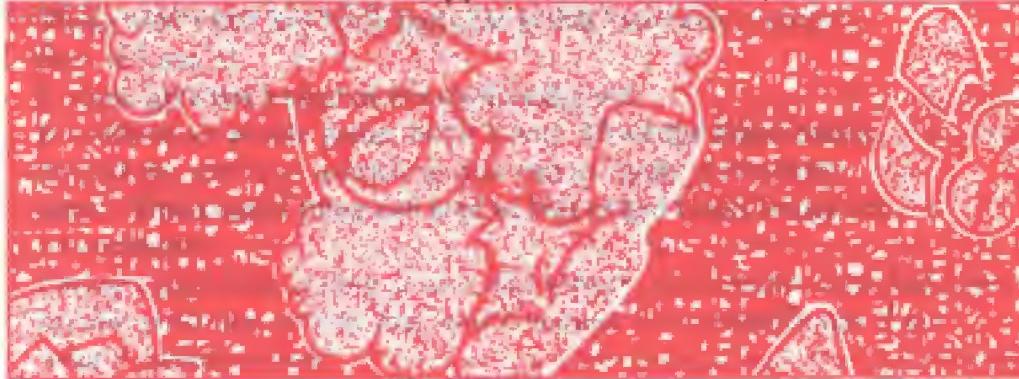
I can only watch Jennifer Jiggle in the Ballroom!



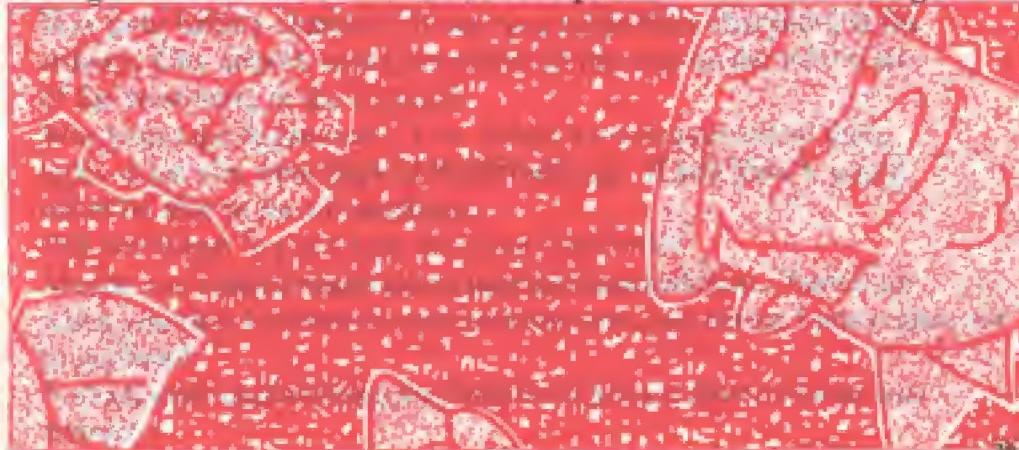
Lana just stands ankle-deep in mud, deriding my manhood.



I'm getting down and dirty in the mud with Lana, but there's body parts all over the screen! What am I supposed to do about that?



I didn't get our little mud tussle on videotape. What did I do wrong?



- If you ever buy the cassette, it's a good idea to keep it in the car. You never know when you might need to make a quick get-away!

### "Help! I'm swimming, and I can't get up!"

- We're gonna need you guys swimming along with us to help them get out of the mud.
- You can do this!
- However, if you're swimming for the *Friends*, you'll have some fun surprises in store for the *Alcatraz*. It's almost as if they're trying to make sure you never escape from your new home.

### Lana doesn't seem to acknowledge me. Is it my breath?

- Well, you have to be nice to her.
- You can't just go up to her and say "I like you".

### I'm talking to Lana, but she doesn't seem interested in me.

- When you're approaching her, make sure they're on an even keel.
- Try to get her talking. Listen and ask her lots of questions.
- Give her a compliment.
- Make sure she's smiling.
- Finally, just go swimming. Having played *Friends* and *Mad About You*, you've got a great voice. You can sing along. If it's your first time in the water, though, you may want to practice a bit more.

### The bouncer won't let me enter the Ballroom in the Casino!

- You should have it back ready. There's a night deposit charge for the day.
- Did you put it off in *Friends* too? You didn't?
- If you did, then you can't take it off now because the show is already taping. Listen again.
- You can always call the *Friends* production office at 6:00 PM.

### I can only watch Jennifer Jiggle in the Ballroom!

- There's worse problems to have than being able to watch Jennifer Jiggle!
- Go skating first, so you can meet Liza.
- After *Friends* taping, you go to the *Mad Night Movie*. You should have had quite the different show.

### Lana just stands ankle-deep in mud, deriding my manhood.

- Did you only agree to watch? Did you only pay the bouncer \$25?
- You must pay the bouncer \$500. If you don't have it, go back and into the Casino and gamble until you do!
- Go skating and the *Ballroom* price goes \$500 instead.
- *Friends* *Lana* enters the room, walks to the edge of the stage.

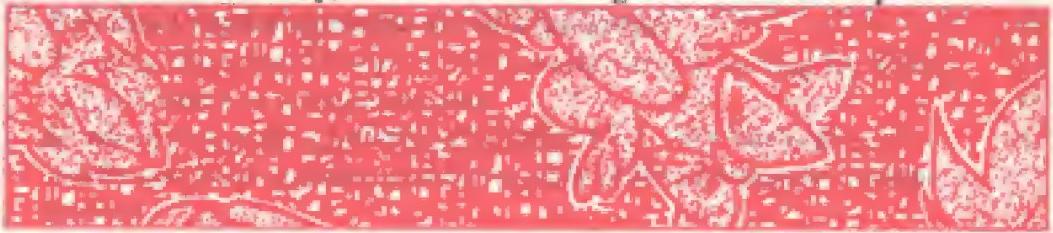
### I'm getting down and dirty in the mud with Lana, but there's body parts all over the screen! What am I supposed to do about that?

- Those aren't just any body parts but rather... maybe... parts that are *theirs* to *Lana*'s!
- "C'mon, give her a taste of her own medicine!"
- It's almost an arcade game, but it's not! Move the blower cursor around the screen as quickly as you can to "grab" those body parts! This kind of thing can lead to bigger and better things... or... bigger *bumps*!
- *Friends* *Lana* keeps getting closer and closer, so *move* faster and faster! Don't let her get too close or she'll be a competitor or... actually... you'll get *scratches* on your face!

### I didn't get our little mud tussle on videotape. What did I do wrong?

- Was your battery charged? If not, you could have charged it at the Atlantic City airport during the battle all the way on the west wall of the west wing of the terminal.
- Was your tape damaged? You should have deposited all three tapes when you were back at Port Prod Corp. If you didn't, you'll never be able to record anything!
- Did you forget to put a tape into your camcorder?
- Maybe you simply neglected to turn the camcorder on. Turn it on when you first sit down in your ring-side seat just before *Liza* comes out to perform!
- You may never get recording for *American Singing Home Video* with *Liza* again!

I'm done in Atlantic City, I think! How do I get back to the Airport?

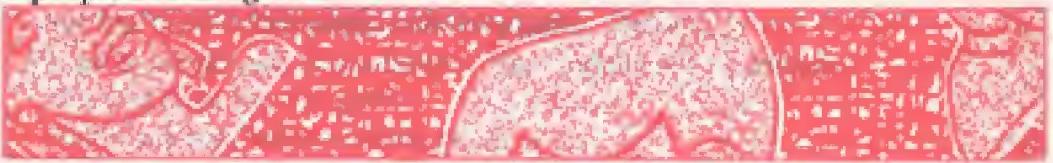


I have this nauseating feeling I forgot to do something in Atlantic City.

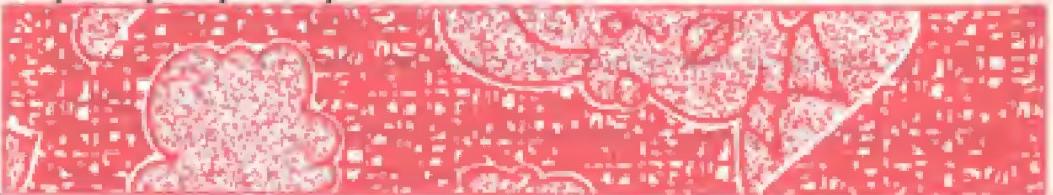


**DOC PULLIAM'S DENTAL HYGIENE HEAVEN**  
MIAMI, FLORIDA

I want out of this airport. It's full of depressing references to very old people and drug addicts.



Buddy, can you spare a quarter (or two)?



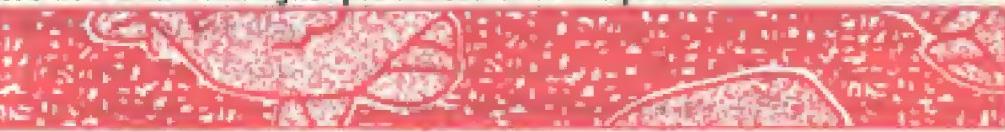
There's got to be a phone I can use here somewhere!



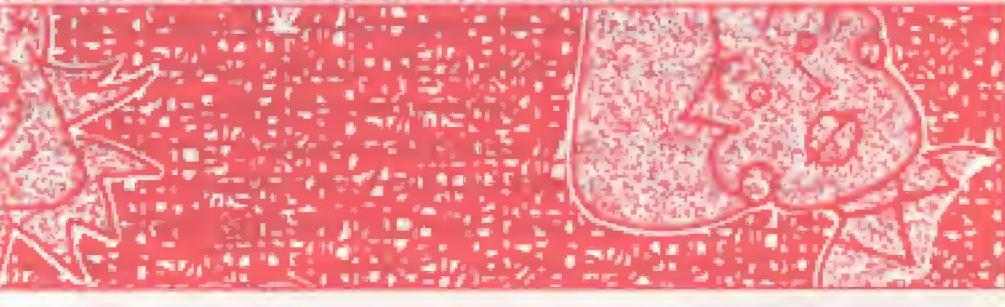
I don't have the money to pay the company I just called!



Where do I find what I just purchased over the phone?



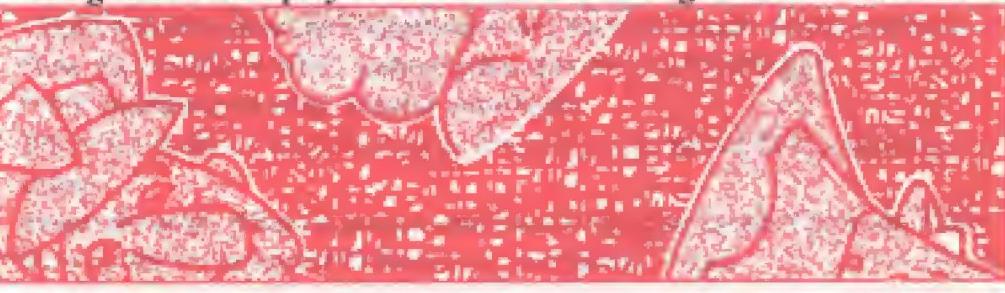
Where should I tell the limousine driver to take me?



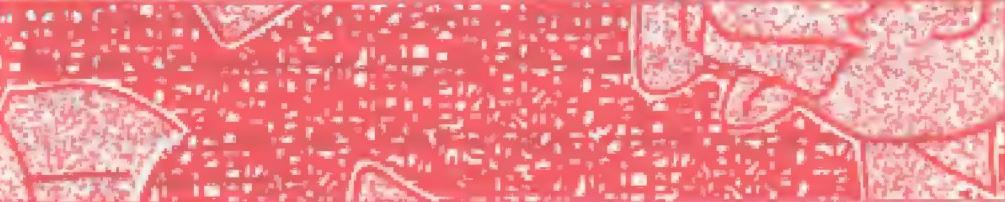
Hey, I bet I can find Chi Chi in that Gym-Dandy Gymnasium! How do I get inside? The door's locked!



The only appointment I can get at Doc Pulliam's is months from now! I hope this game doesn't play in real time! How do I get in to see Chi Chi?



That Chi Chi is a knockout! But how can I get her to, uh, err, you know... like me more?



I'm done in Atlantic City, I think! How do I get back to the Airport?

- \* I'm not sure if I need a limousine or a taxi.
- \* I might just take The Express Train back to New York City.
- \* I could call the concierge.
- \* I have a car, so I'll just drive myself home, but I don't know where anything goes or where my destination is. I mean, I know.

I have this nauseating feeling I forgot to do something in Atlantic City.

- \* I have to go back.
- \* I have to call the concierge and tell him I have to go back.
- \* I have to go back and do whatever it was I forgot to do.

### Doc Pulliam's Dental Hygiene Heaven Miami, Florida

I want out of this airport. It's full of depressing references to very old people and drug addicts.

- \* I'm not in the mood to deal with old people.
- \* I'm not in the mood to deal with drug addicts.
- \* I'm not in the mood to deal with old people and drug addicts.
- \* I'm not in the mood to deal with old people and drug addicts.

Buddy, can you spare a quarter (or two)?

- \* I'm broke. I don't have any money left.
- \* I'm tired of being a bum.
- \* I'm tired of being a drifter.
- \* I just got off the phone with Doc Pulliam's Dental Hygiene Heaven.

There's got to be a phone I can use here somewhere!

- \* I'm not sure where exactly I am.

I don't have the money to pay the company I just called!

- \* I don't have any money left.
- \* I'm tired of being a bum.
- \* I just got off the phone with Doc Pulliam's Dental Hygiene Heaven.

Where do I find what I just purchased over the phone?

- \* I might just go back to the store.
- \* I could just wait until I receive another call.
- \* I could just go to the post office and mail my purchase back to me.

Where should I tell the limousine driver to take me?

- \* I might just wait until I receive another call.
- \* I could just take the subway. I have decided to take the subway train from Penn Station to New York.
- \* On the subway, I could take the express track towards New Jersey or Newark. I could just take the express track towards New Jersey or Newark.
- \* I could just wait until I receive another call.

Hey, I bet I can find Chi Chi in that Gym-Dandy Gymnasium! How do I get inside? The door's locked!

- \* I'm not in the mood to go in there.
- \* I'm not in the mood to go in there.
- \* I'm not in the mood to go in there.

The only appointment I can get at Doc Pulliam's is months from now! I hope this game doesn't play in real time! How do I get in to see Chi Chi?

- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.

That Chi Chi is a knockout! But how can I get her to, uh, err, you know... like me more?

- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.
- \* I could just wait until I receive another call.

## Patti's Parts

### F.B.I. HEADQUARTERS WASHINGTON, D. C.

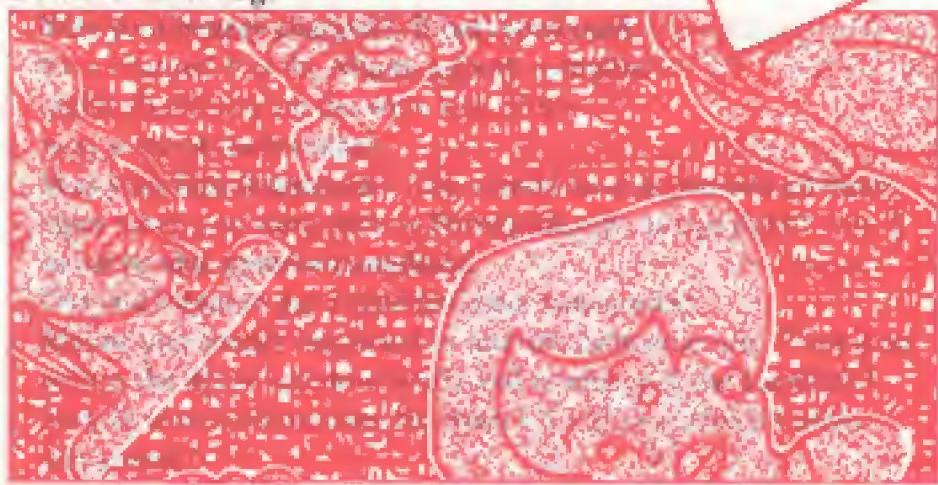
Commander Twit is just standing there, watching me. What do I do here?



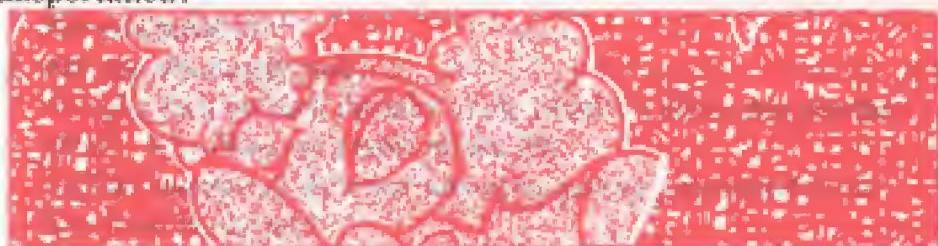
What's that you say? She wants what? I don't have one of those!



I didn't get our gymnastics session on videotape. What did I do wrong?



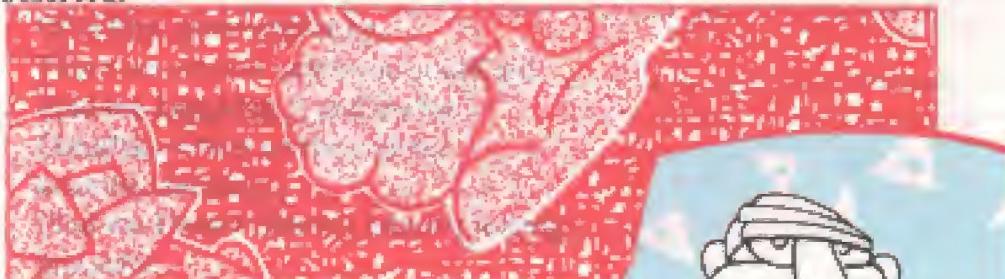
Where's my limo? I'm ready to go back to the airport! How do I arrange transportation?



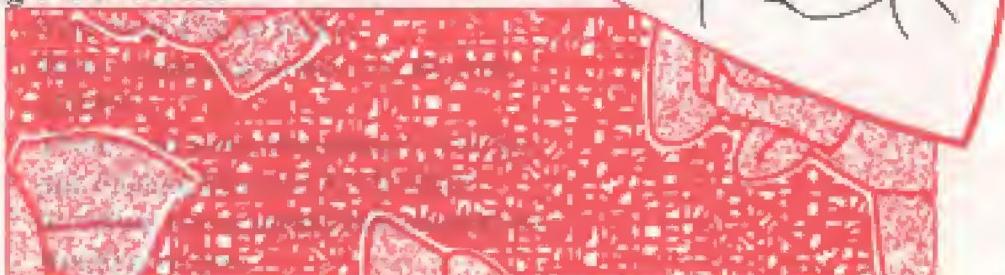
Should I copy down all this information Commander Twit is giving me?



I've been fitted with a "Safety First Field Locator Device" but now the lab is deserted.



The sonic transducer is causing my "Safety First Field Locator Device" to tingle and vibrate.



- *Down with Blitzen and his new information!*

**What's that you say? She wants what? I don't have one of those!**

- Did you explore the airport thoroughly?
- In particular, did you read all the advertisements?
- Did you make a photo checklist?
- Check the arrival times at the airport more carefully.

**I didn't get our gymnastics session on videotape. What did I do wrong?**

- Was your battery charged? It not, you could have crashed it at the Moonbase airport, running back all the way on the wall of the west edge of the terminal.
- Was your tape organised? You should have numbered all three tapes when you were back at PointProdCorp. If you didn't, you'll never be able to record anything.
- Did you forget to put a tape into the camcorder?
- Maybe you simply neglected to turn the camcorder on. Turn it on before the drama you desire starts and never leave the camcorder off.
- You have recorded the time for "Dinner at Seven from 8pm" correctly?

**Where's my limo? I'm ready to go back to the airport! How do I arrange transportation?**

- Are you parked?
- Are you standing by your vehicle?
- Is your key to back up next to the Doctor's office and in the phone? It's sitting on a table on the left.
- Calculate number of the car. You can now call to order your taxi for the night.



## Patti's Parts

### F.B.I. HEADQUARTERS WASHINGTON, D. C.

**Commander Twit is just standing there, watching me. What do I do here?**

- He's waiting to see if you have an interest in the Lab.
- Explore the area.
- In particular, check the floor plan on the bottom of the desk. Who does he demonstrate their facts prior to going to him?
- P.D. Law.

**Should I copy down all this information Commander Twit is giving me?**

- Copy down his notes.
- What do you know about him?
- What do you know about his wife?

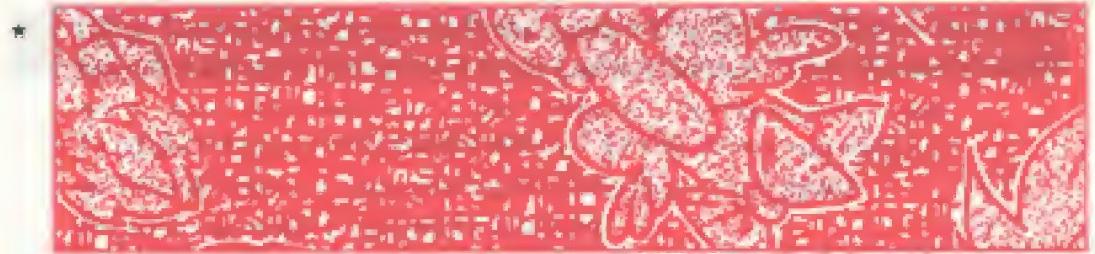
**I've been fitted with a "Safety First Field Locator Device" but now the lab is deserted.**

- Do a little more exploring.
- There are several items you could use.
- Find the DataMan 7000 and two DataLink units on the computer area, the computer.
- Find the Doctor's Sidecar and its racing gear.

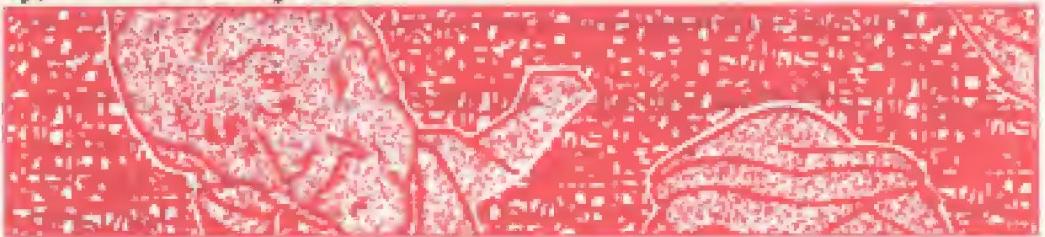


**The sonic transducer is causing my "Safety First Field Locator Device" to tingle and vibrate.**

- You should be on track.
- Well, what is a sonic transducer, son of a...
- There is no sonic transducer. You're probably reading the lot to an old utilitine box to speak information we would give you.



Okay, am I done here yet?



PATTI'S LIMOUSINE

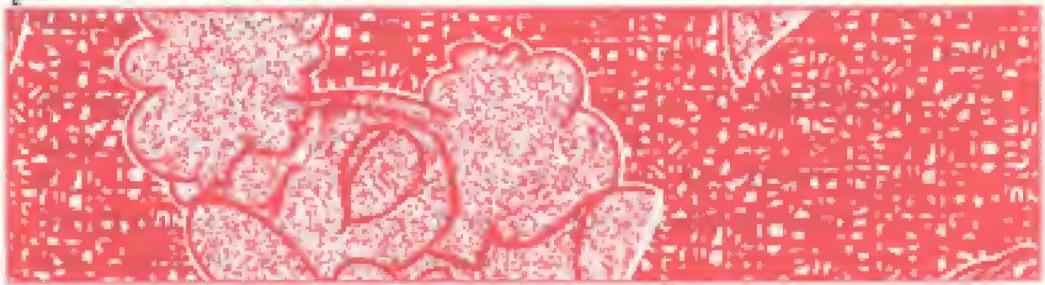
How do I tell Bobby where to take me?



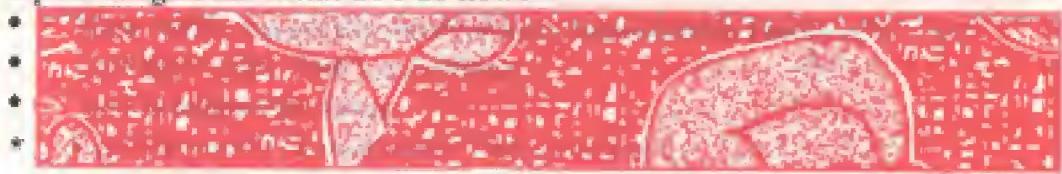
I'd like to use my DataMan™ but can't.



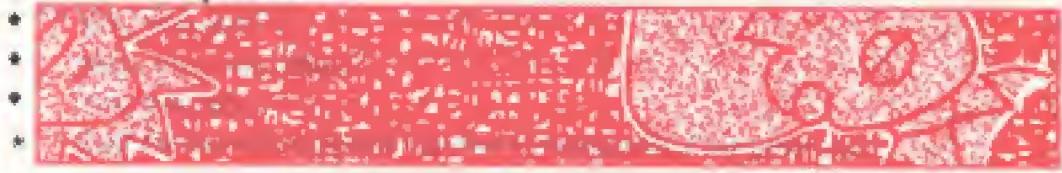
May I receive and send faxes?



I left the F.B.I. without getting the information and addresses I need for my investigation. What do I do now?



Can I use the phone?



Who should I investigate first?



Is there anything in this limo that I need?

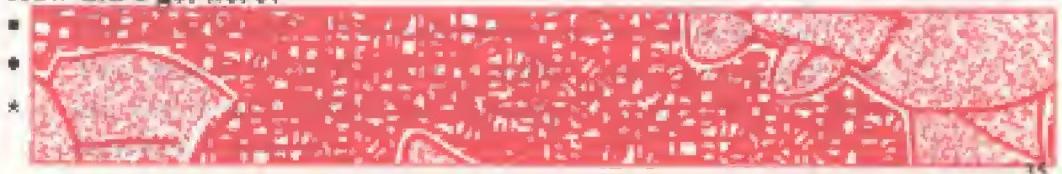


The fish is making rude comments about my perfume.



**"K-RAP RADIO"**  
PHILADELPHIA, PENNSYLVANIA

How did I get here?



Okay, am I done here yet?

PATTI'S LIMOUSINE

How do I tell Bobby where to take me?

I'd like to use my DataMan™ but can't.

May I receive and send faxes?

**I left the F.B.I. without getting the information and addresses I need for my investigation. What do I do now?**

Can I use the phone?

**Who should I investigate first?**

- What goes on in the mind?*

Is there anything in this file that I need?

The fish is making rude comments about my perfume.

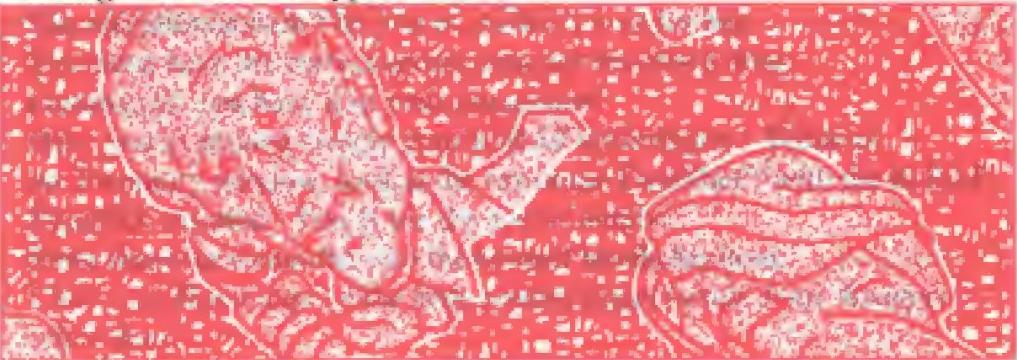
"K-RAP RADIO"  
PHILADELPHIA, PENNSYLVANIA

**How did I get here?**

I'm outside of K-RAP. What a tiny building! This should be a cinch.



How do I get into Mr. Krapper's office?



I'm inside Krapper's office. It sure is swank! But what am I looking for?



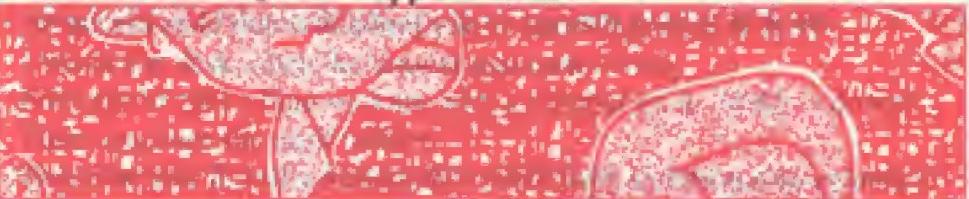
I can't leave! The receptionist will blow my cover!



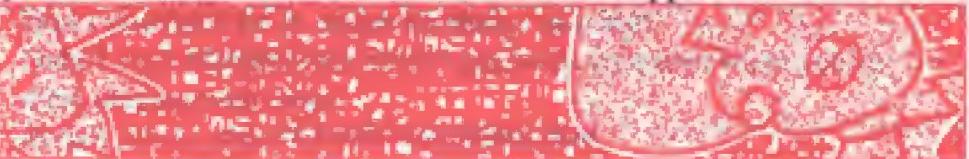
How do I open John Krapper's desk?



What do I need from John Krapper's office?



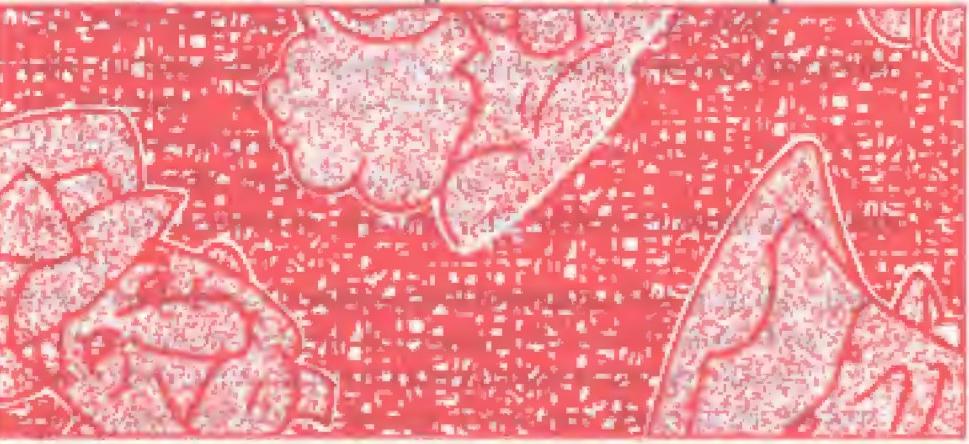
Why can't I remove that evidence from John Krapper's office?



How do I get outta here? I can't go the way I came in, and there doesn't seem to be any other exit.



I'd love to take a shower, but the game thinks I'm not dirty!



I'm buck naked at the bottom of the elevator and without my inventory, too! What shall I do?



I'm outside of K-RAP. What a tiny building! This should be a cinch.

- It's such a cinch, why are you reading this hint?
- Appearances can be deceiving.
- K-RAP is built *into* the side of a mountain. Just wait until you go inside! There's much more there than meets the eye!

**How do I get into Mr. Krapper's office?**

- The receptionist won't let you in, so don't stand for her.
- You must have the correct access code for his office door. Fortunately, you have it in your possession!
- Have you examined closely your K-RAP information? While in the Inventory window, look at the fax or the DataMan™ with the K-RAP DataPack inserted. You'll see the access number.
- Enter that access number onto the keypad beside his desk.
- Click *Access Granted* on the little control panel to enter John Krappa's office.

**I'm inside Krapper's office. It sure is swank! But what am I looking for?**

- Evidence, remember.
- Scour around; all the evidence is inside his locked desk.
- Find a way to unlock his desk.

**I can't leave! The receptionist will blow my cover!**

- You'll have to sneak out another way.
- But you can do so easily since you've collected some evidence for the central bank at FBI HQ.

**How do I open John Krapper's desk?**

- There are two ways:
- Pick the lock or open it with the OFFICES key.
- To pick it, take the letter opener from the desk, then click on the lock to pick the lock.
- To find the key, look carefully around the room.
- The key is located in the frame of the mirror in the upper-right corner of the room.
- Click the Hand icon on the base of the mirror to put the key back and be able to pick the lock. Note: Like most DataPacks, there are two uses for this one.

**What do I need from John Krapper's office?**

- An access code that will admit you to another area of K-RAP.
- I think the desk is open now; lower and look inside.
- Find your HAT from the locker with a number on it. Wear it down.
- Pick up the file folder from the desk further.
- *Inventory* and *Letter* filing folder filled with information evidence.

**Why can't I remove that evidence from John Krapper's office?**

- Don't you think he'd rather I didn't know it?
- Didn't your Mentor teach you to put away your "evidence" before playing with them?
- It just isn't the right time to confront him.

**How do I get outta here? I can't go the way I came in, and there doesn't seem to be any other exit.**

- Use the stairs.
- Use the stairs to get outta here without a problem.
- Use the stairs to get back inside again.

**I'd love to take a shower, but the game thinks I'm not dirty!**

- You didn't really see the shower until you're actually dirty.
- The shower also has a little no-tablet slot and there with the requirement of the replacement, after.
- Use the shower option.
- Use the shower option after the break-out.
- Use the shower option to open the filing folder you found in his desk drawer.
- Some of the evidence you collected may have been left on the counter. Go ahead and clean up the area around his desk. Now, you're going to have to get dressed to take the shower!
- Use the shower option to last until you *Break out the shower*.

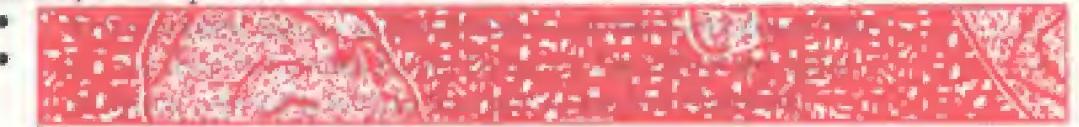
**I'm buck naked at the bottom of the elevator and without my Inventory, too! What shall I do?**

- Get your K-Lipstick.
- Be decent, hon. You can't do that. If you don't do this, there's a chance that the elevator will stop working.
- There's a button above the elevator that goes to the other end. Click it if this does not stop getting you up there.

Since I'm missing my clothes and everything in my Inventory, shall I restore to an earlier game? Should I find another way to handle that shower?



I can't go upstairs and I can't find an exit. I'm down among the studio doors, but they're all locked. Now what?



I've found Control Room B, but I just can't get into it.



I'm inside an empty control room. Is there anything to do in here?



Exactly how do I gather evidence while in this control room?



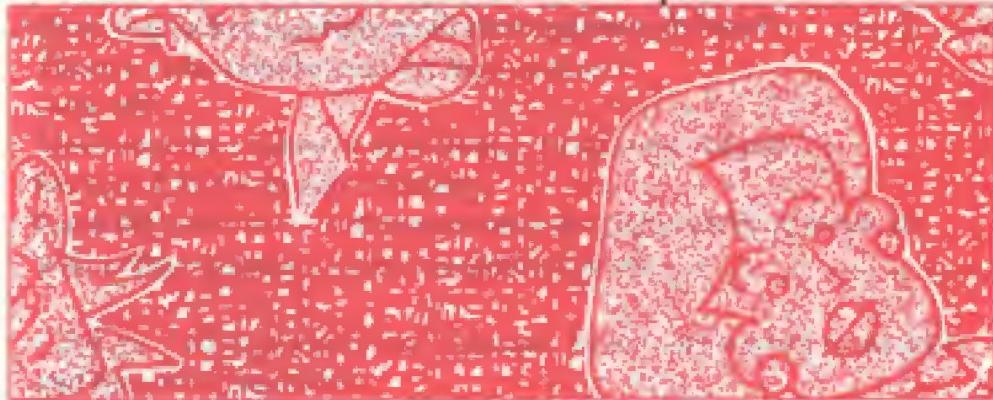
I have no tapes that fit these recorders.



My tape won't fit on these machines. It says "your hole is too small for their massive spindles!"



P. C. Hammer locked me in here! How do I escape?



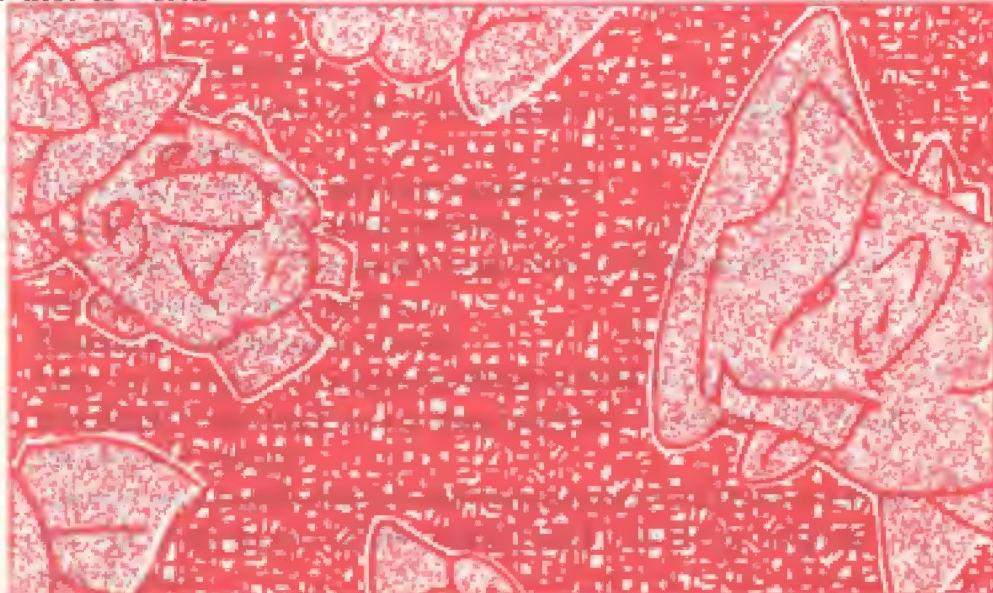
"DES REVER RECORDS"

BALTIMORE, MARYLAND

How did I get here?



I'm inside the magnificent Shill Building, but I can't seem to get the elevator to work.



Since I'm missing my clothes and everything in my inventory, shall I restore to an earlier game? Should I find another way to handle that shower?

\* \* \*

I can't go upstairs and I can't find an exit. I'm down among the studio doors, but they're all locked. Now what?

- You have open doors and open ports, so the door you can enter is...
- If you go to Control Room B, on the far side of the next doorway, you'll encounter the exit of the first corridor.

I've found Control Room B, but I just can't get into it.

- The doors are all locked...
- ...but you can get into the room if you break your window.

I'm inside an empty control room. Is there anything to do in here?

- You're here. Take me back to some more productive areas! (Coffeemakers and coffee)

Exactly how do I gather evidence while in this control room?

- If you're here, you're probably already filling up your evidence bag with the tapes you took.
- ...and you're done!

I have no tapes that fit these recorders.

- You need a lot of evidence to fill up, and the good ones are hard to find.

My tape won't fit on these machines. It says "your hole is too small for their massive spindles!"

- You have about one minute to get it sorted to the lowest hole position.
- Click the clear button on the control panel, then press the left arrow key until you find the proper right circular hole.
- Click the Home key, and it will say delete before proceeding.
- Then you're free to type with joy.
- Once the Home key has no additional prompts to stop searching, click the type, and proceed.

P. C. Hammer locked me in here! How do I escape?

- You're in a locked room today. You're going to have to break out.
- There's nothing else to see, so you'll have to break.
- Break out.
- Make sure the windows are closed or even broken.
- You can't break through the windows.
- Take the ladder on the floor to the window and climb out.
- You can't climb out of the window, so break the window.
- ...and then you'll be free!

## "DES REVER RECORDS"

BALTIMORE, MARYLAND

How did I get here?

- You just thought you had the right address, and now you're here.
- You're at Des Rever Records, a famous independent record store.
- You were coerced into coming here, and you're here.
- That's where I was.

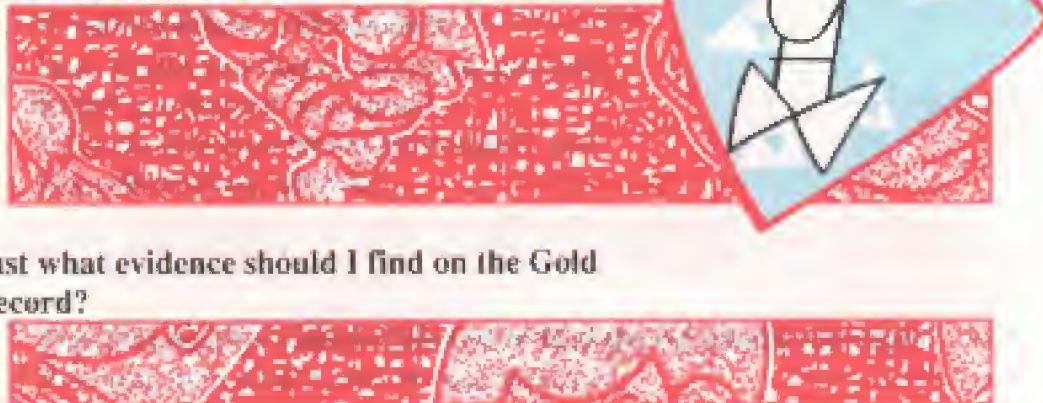
I'm inside the magnificent Shill Building, but I can't seem to get the elevator to work.

- Go up.
- Wait outside the lobby.
- If you're the manager of the music group, I'd say you need to contact the police.
- If you're a member of the music group, I'd say you need to contact the police.
- You'll need to be present to get in.
- If it's still closed, then you'd better go somewhere else.
- Still haven't been able to get in.
- Trashed out is a reasonable choice.
- Once by a solid door, from the previous floor, the door to the office of the manager, "Des Rever Records," is jammed. You'll need to break it down.
- You can't break it down on your own, because most doors are made of wood. (Break the door, and then get the door off.)

I'm in the lobby of des Rever Records, and I can see Reverse Biaz behind a pane of glass. Should I just waltz on over there?



I finally got myself a Gold Record! Now what do I do with it?



Just what evidence should I find on the Gold Record?



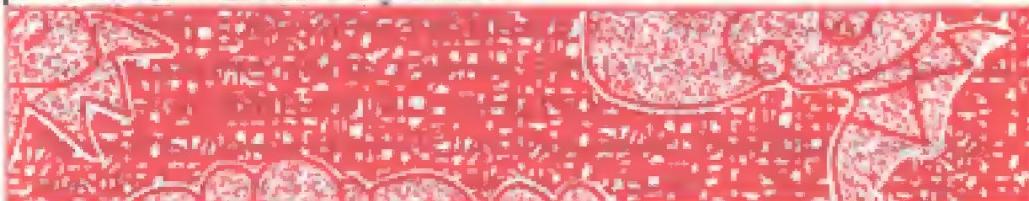
How do I operate the stereo?



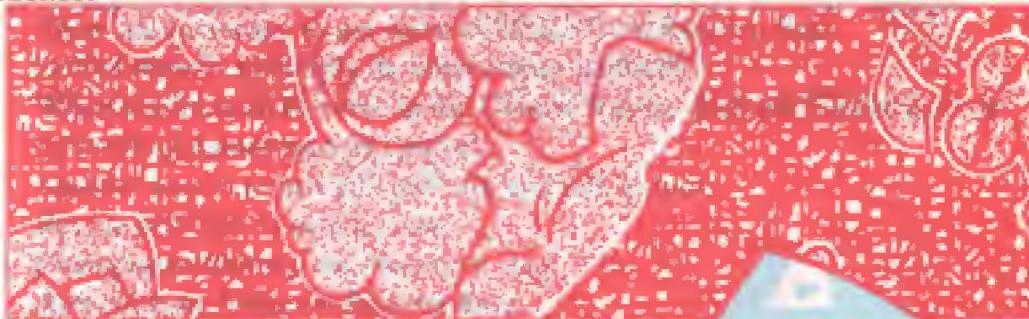
Reverse Biaz obviously expects me to do something in this recording studio, but I have no idea what.



I'm trying to make this gig happen, but I know nothing of music, let alone improvisation! Will I blow my cover?



I'm in the Control Booth with Reverse Biaz! But I can't get any hard evidence.



I have a cassette from Reverse Biaz, but why do I think I could have gotten even more evidence of his scurrilous activities?



I'm in the lobby of des Rever Records, and I can see Reverse Biaz behind a pane of glass. Should I just waltz on over there?

- Just don't do it.
- Just click the Walk button until you're right in front of the glass window.
- However, there are other ways to get down in this big city. Many mystery rooms have doors that open themselves because they know Reverse Biaz now needs to move around a bit more.

I finally got myself a Gold Record! Now what do I do with it?

- Do not immediately walk away.
- How would the Gold evidence fit in with the Hand? I mean, it's not like the Hand has any proof that Reverse Biaz is up to no good.
- You can also use the Gold Record to prove that Reverse Biaz is up to no good.



Just what evidence should I find on the Gold Record?

- Play it in full forward and reverse to hear the original messages.
- Play it at 100% C-F factor. See you space.

How do I operate the stereo?

- Click the Hand icon on the stereo for a close-up view.
- See the four buttons at the bottom of the stereo to see what they do.
- Put the Gold Record on the turntable by selecting it from the open area of the turntable or on the turntable.
- Spin the record counter-clockwise to click the Hand icon on the appointed button. Click the Hand icon on the turntable to place it on the record.
- When you are sure you've heard all you need to hear, press the reverse button and play the record backwards.
- Click the Hand icon on the 78 button to listen to the record at 78 RPM backwards.
- Click the Forward button to hear it at 78 RPM forwards.
- Press the Stop button and wait for the turntable to stop spinning. Click the Gold Record with your mouse.

Reverse Biaz obviously expects me to do something in this recording studio, but I have no idea what.

- You didn't know it, but you did your job.
- You're supposed to be telling it for a radio program.
- That's the *big* difference to the *off* record of the show. *Off* means *it's not a radio show*.

I'm trying to make this gig happen, but I know nothing of music, let alone improvisation! Will I blow my cover?

- Don't worry, Uncle M has it all taken care of. He has your back.
- The first two takes will be wordless. Just aaaaaah and oo. Just don't click the Hand icon when above the keyboard.
- Through the mouth of the *Alfonso Alfonso* character, you can come through your own personal jazz instrument.

I'm in the Control Booth with Reverse Biaz! But I can't get any hard evidence.

- There are plenty of ways to get some solid, clear Reverse Biaz.
- One of them is to simply do a bit of eavesdropping.
- When you're with Reverse in the Control Room, click the Zipper icon. Both and I can't believe it's coarse.
- Another way is to just look and talk and talk to him.
- If you have trouble finding the *Zipper* icon, *Reverse* is *Right* of the *Speaker* icon. *Both* is *just* below *Reverse*, and *Both* is *left* of the *Speaker* icon. *Both* is *Right* of *Reverse*.

I have a cassette from Reverse Biaz, but why do I think I could have gotten even more evidence of his scurrilous activities?

- Maybe you're suspicious by nature.
- Maybe you played through the game and heard yourself say that the colors tend to add evidence to the *78 Record*, but not of.
- Maybe you should have kept on looking. The end of the game *implies* *you* can do it.



## AT THE WHITE HOUSE

This is a long sequence! Is there anything for me to do here?

- 
- 

Uh-oh! I'm being held at gunpoint! What to do, what to do?

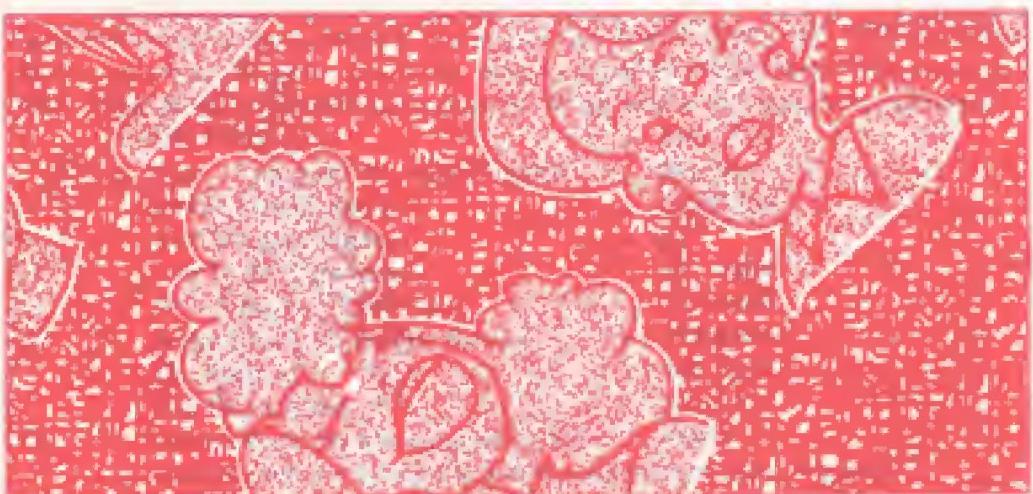
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## When You're Finished

**WARNING!** Don't read this section until you've already finished the game. It may tip you off to things you don't want to know about unless you've seen the ending.

### Important Numbers



Have you tried...



## AT THE WHITE HOUSE

**'This is a long sequence! Is there anything for me to do here?'**

**Uh-oh! I'm being held at gunpoint! What to do, what to do?**



## When You're Finished

**WARNING!** Don't read this section until you've already finished the game. It may tip you off to things you don't want to know about unless you've seen the ending.

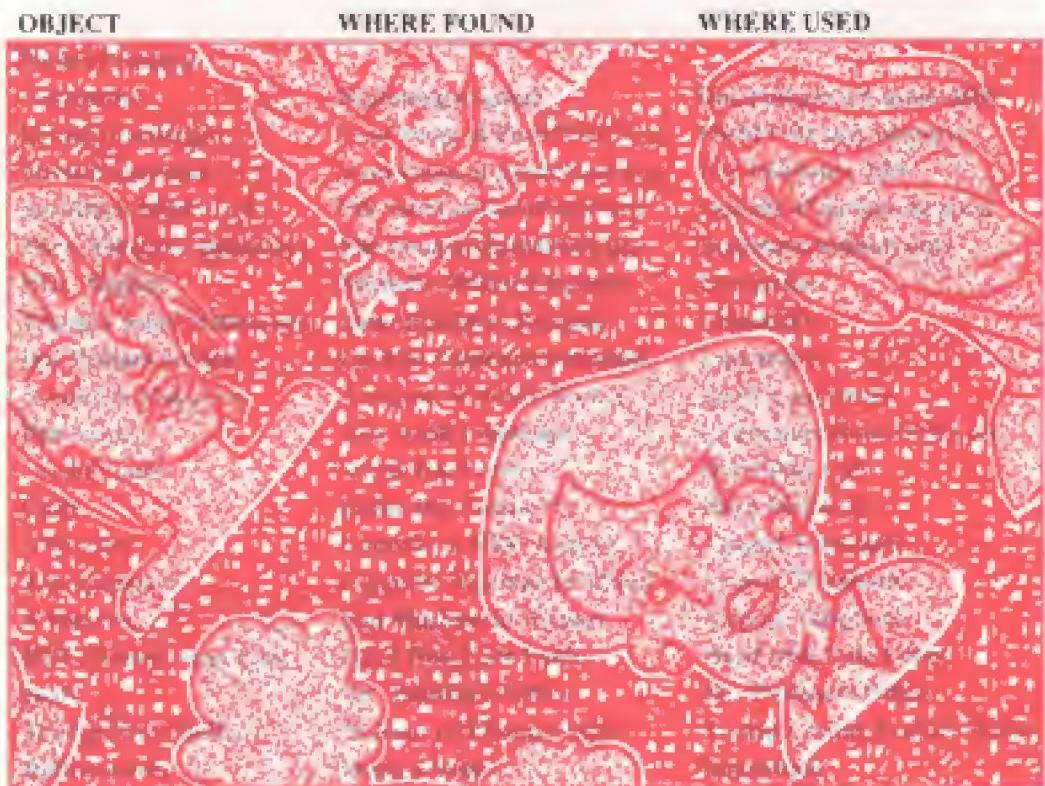
## Important Numbers

**Have you tried...**





LARRY'S OBJECTS



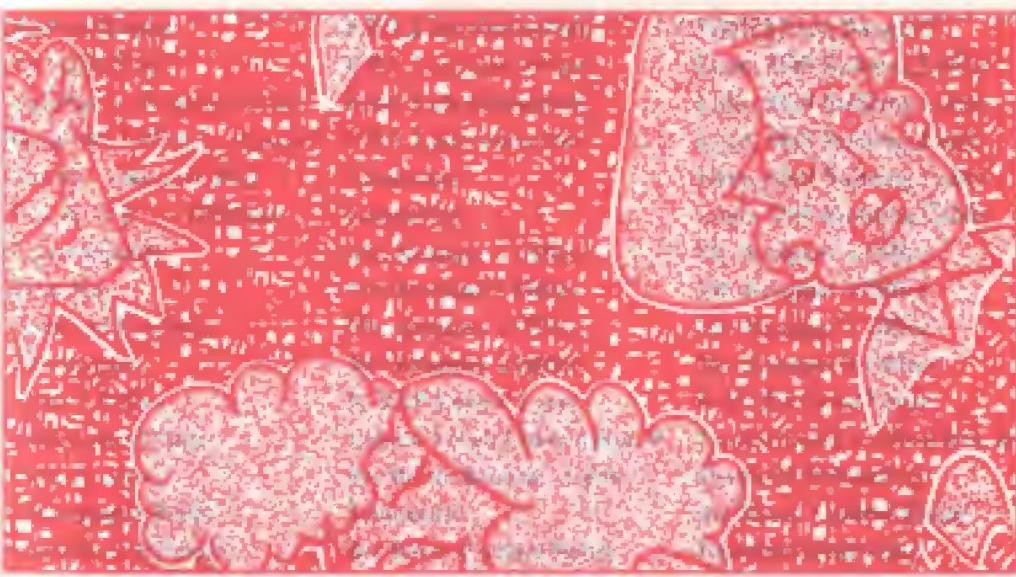
OBJECT WHERE FOUND WHERE USED

## PATTI'S OBJECTS

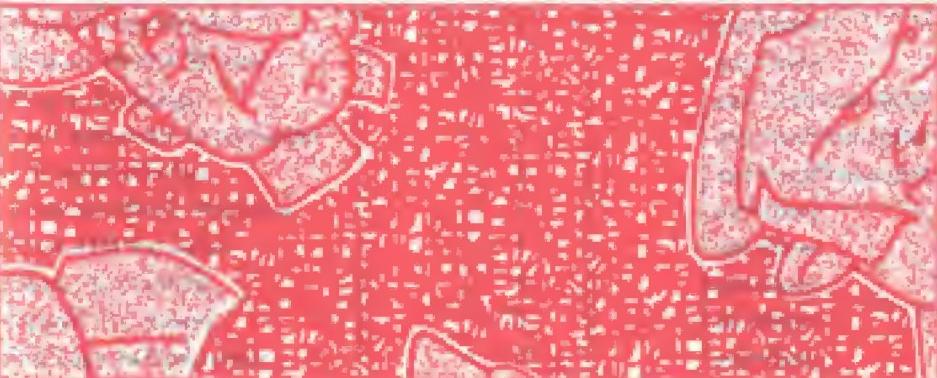
OBJECT

WHERE FOUND

WHERE USED



MINIMUM NORMAL BEST  
DESCRIPTION POINTS POINTS POINTS WHERE





## LARRY'S OBJECTS

OBJECT	WHERE FOUND	WHERE USED
Fourteen Dollars	Inside bag of pants	For Pallan's Garage, HHD
Concourse	Front room at PennProff Corp.	PennProff Corp., airport
Butters Recharger	Front room at PennProff Corp.	Penn Proff's HHD
Three VHS Tapes	Front room at PennProff Corp.	Outside of all four airports
One Dark Gold Card	Office of Mr. PennProff Corp.	Inventory, counters only
Three Final F7 Receipts	File room at PennProff Corp.	Inventory
HHD Napkin	Michelle Miller's Room	Inventory
Trump Cards/Matchbook	Front Room at PennProff Corp.	Inventory
One Pallan's Card	One Off Counter - Reserves	Inventory
Two Blue Magazines	Airplane Scatter Packets	Read it anywhere
Two Books	New York Times	Inventory, Hard Disk Only
Two CDs	Inside Day Trotter	Hard Disk Only
Cash	Inside Day Trotter	Hard Disk Only
A Quarter	Canister at NYC Airport	Airport Telephone
One Quarter	Cigarette Machine in Micro Slot Machine at Airport	Airport Telephone
A Quarter	Slot Machine at Airport	Airport Telephone
HHD Membership Card	Hard Disk Cafe Latte	Hard Disk Cafe Latte
Books	Mr. Pallan's Office	Mr. Pallan's Office
Trump Casino Dollar	In front of Trump Casino	Trump Casino, Penn's Slots
Roller coaster	Trump's Skat	Trump roller coaster

## PATTI'S OBJECTS



DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
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DESCRIPTION	MINIMUM POINTS	NORMAL POINTS	BEST POINTS	WHERE
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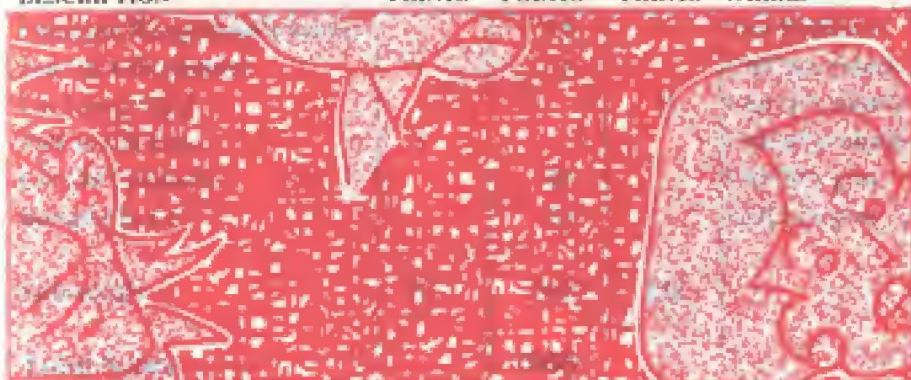
MINIMUM NORMAL BEST  
POINTS POINTS POINTS WHERE

DESCRIPTION



MINIMUM NORMAL BEST  
POINTS POINTS POINTS WHERE

DESCRIPTION

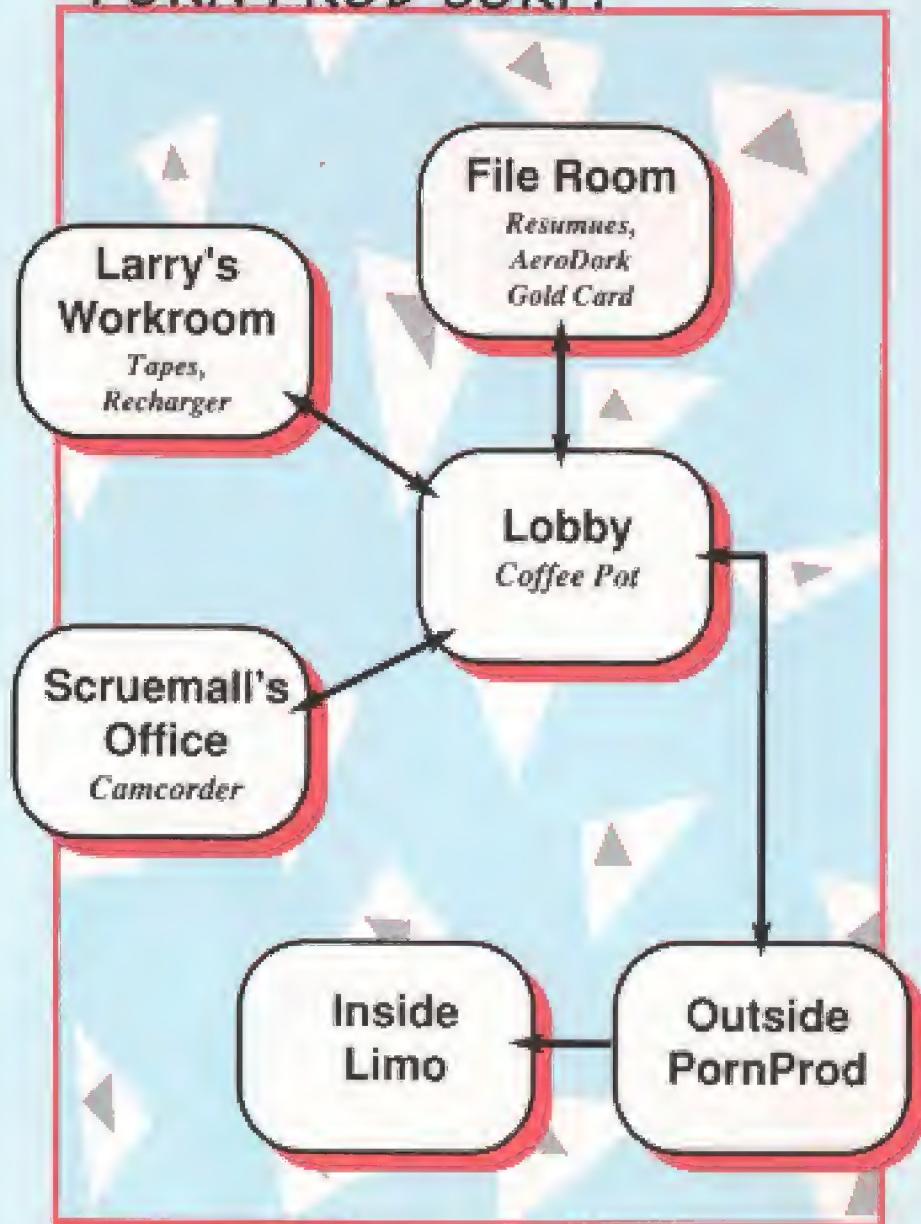


DESCRIPTION	MINIMUM	NORMAL	BEST	
	POINTS	POINTS	POINTS	WHERE
Black Book	10			Don Peacock's Room
Lock to blair	10			Don Peacock's Room
WTF and the Gun from Don	10			Don Peacock's Room
WTF money from Longtime (S1)	10			Longtime's Room
Home Disarm Goldfarb	2			Goldfarb's Room
Elva Photo	4			Elva's Room
Day Planner	12			Elva's Room
Sad Jester's Lampshade	4			Elva's Room
Elva Lampshade	4			Elva's Room
Elva Lamp	20			Elva's Room
Matt Lamp	4			Elva's Room
Roger Shaver	4			Elva's Room
Elva	10			Elva's Room
WTF Pillows	8			Elva's Room
Two Stamps With Money	4			Elva's Room
Roger's Skates	8			Elva's Room
Elva Krapp's Office	1			Elva's Office
Goldfish in Elva's	4			Elva's Office
Don't Land on Krapp's - Blah	5			Elva's Office
Open Krapp's Briefcase	4			Elva's Office
Don't Land on Krapp's Briefcase	5			Elva's Office
Get This Key from Blah's Room	10			Elva's Office
Don't Land on Krapp's Book	10			Elva's Office
Get Folder from Blah	10			Elva's Office
Lock (from Elva)	5			Elva's Office
WTF Lamp of Blah	12			Elva's Office
Elva's Slippers	1			Elva's Office
WTF Hammer (piano)	3			Elva's Office
Goldfish Ring (elva's Room)	4			Elva's Room
Blah's "2 Face 2 Series"	8			Elva's Room
Elva's "2 Face 2 Series"	8			Elva's Room
Gold Recorded Tape	5			Elva's Room
Slipper (Elva)	10			Elva's Room
Taylor Dark	1			Elva's Room
Don Daily in Son (Elva's Room)	10			Elva's Room
WTF Daily	1			Elva's Room
Elva's Day	1			Elva's Room

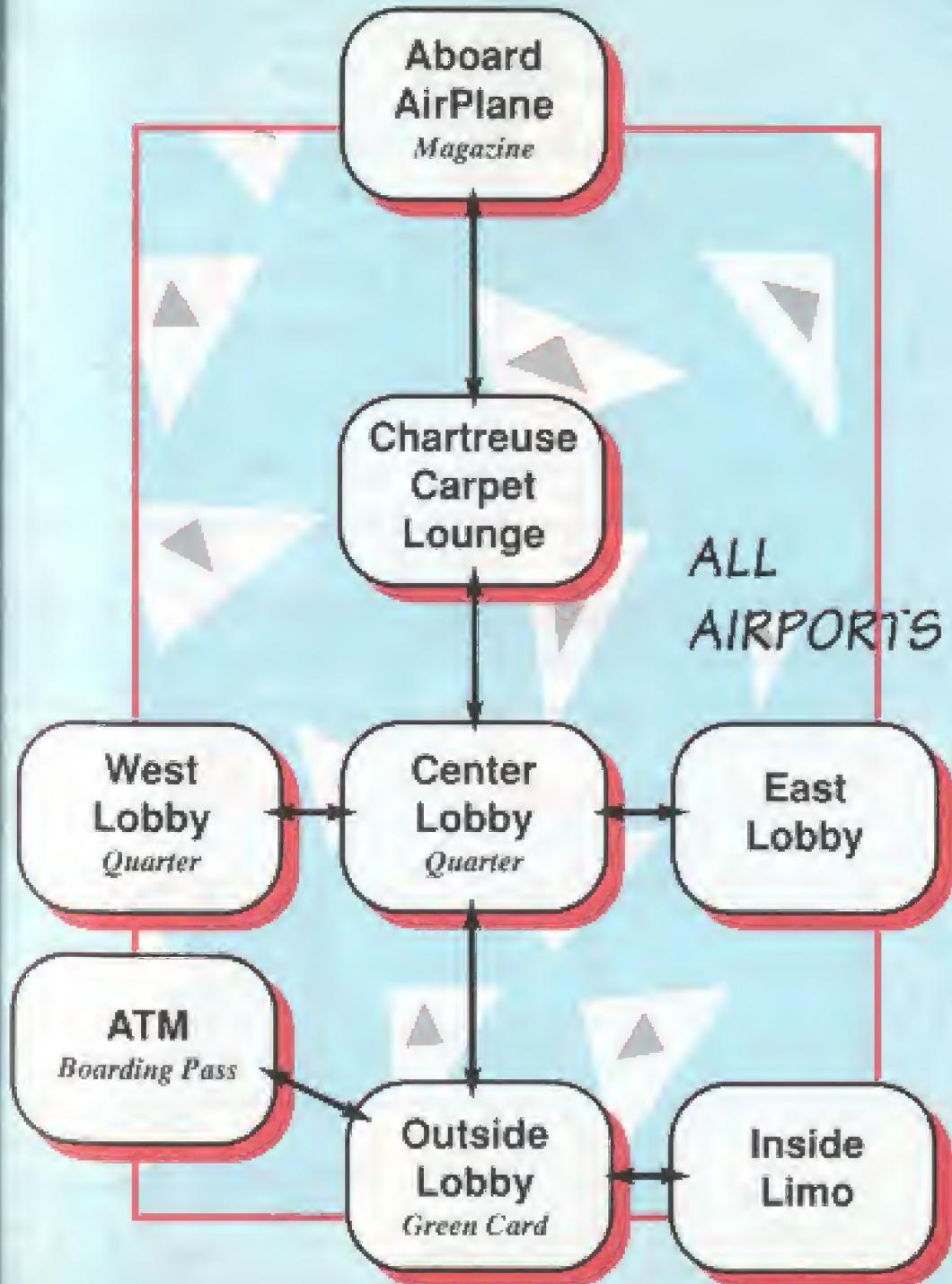
DESCRIPTION	MINIMUM	NORMAL	BEST	
	POINTS	POINTS	POINTS	WHERE
Complete Receptionist's Survey	12			Don Peacock's Room
Open Chi Chi's button	2			Elva's Room
Elva's Credit Card	10			Elva's Room
Lock to Elva's Cell	5			Elva's Room
Open Chi Chi's	40			Elva's Room
Journal Chi Chi	20			Elva's Room
Scissors	81	88	134	Elva's Room
<b>Total Score</b>	<b>1070</b>			



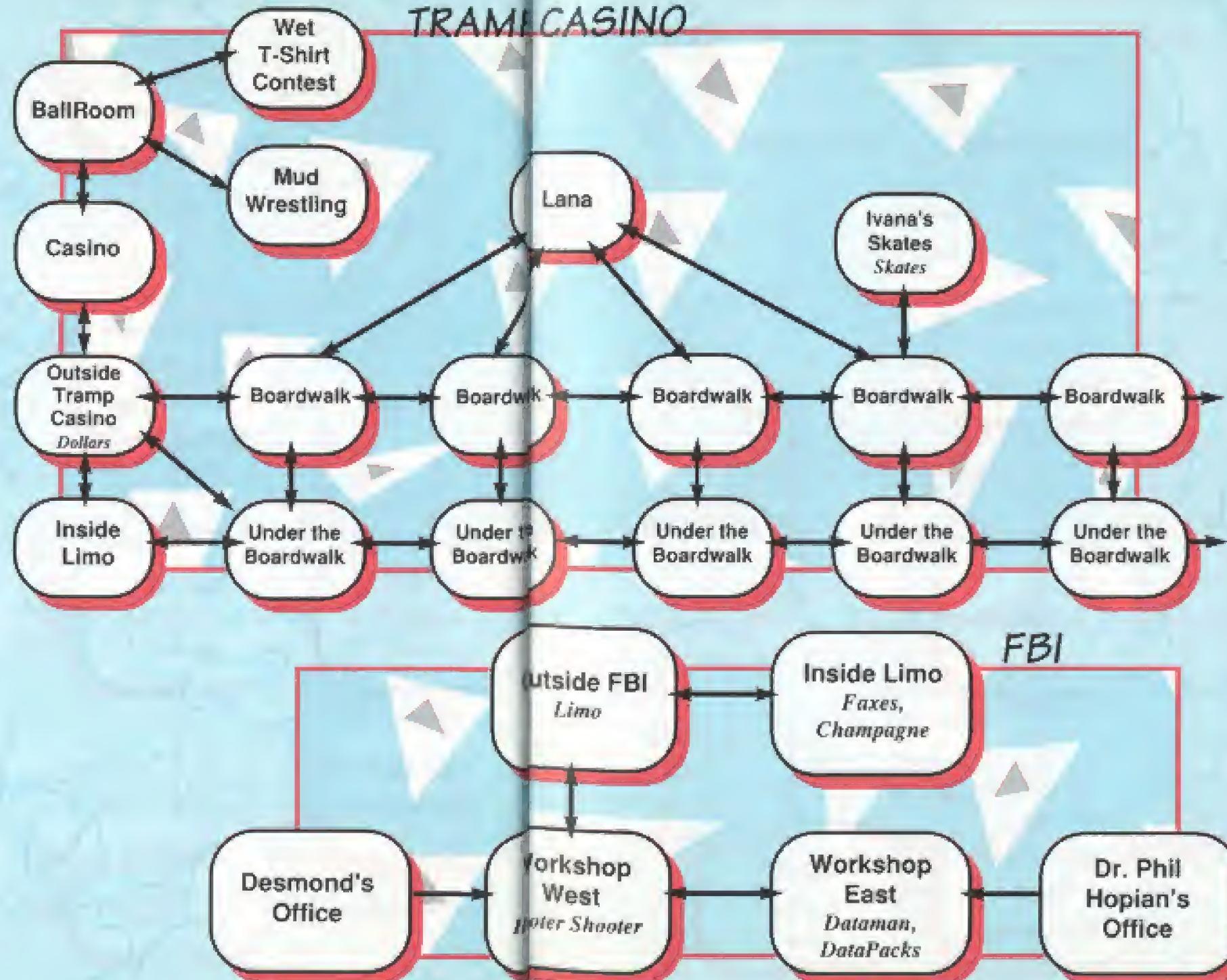
## PORN PROD CORP.

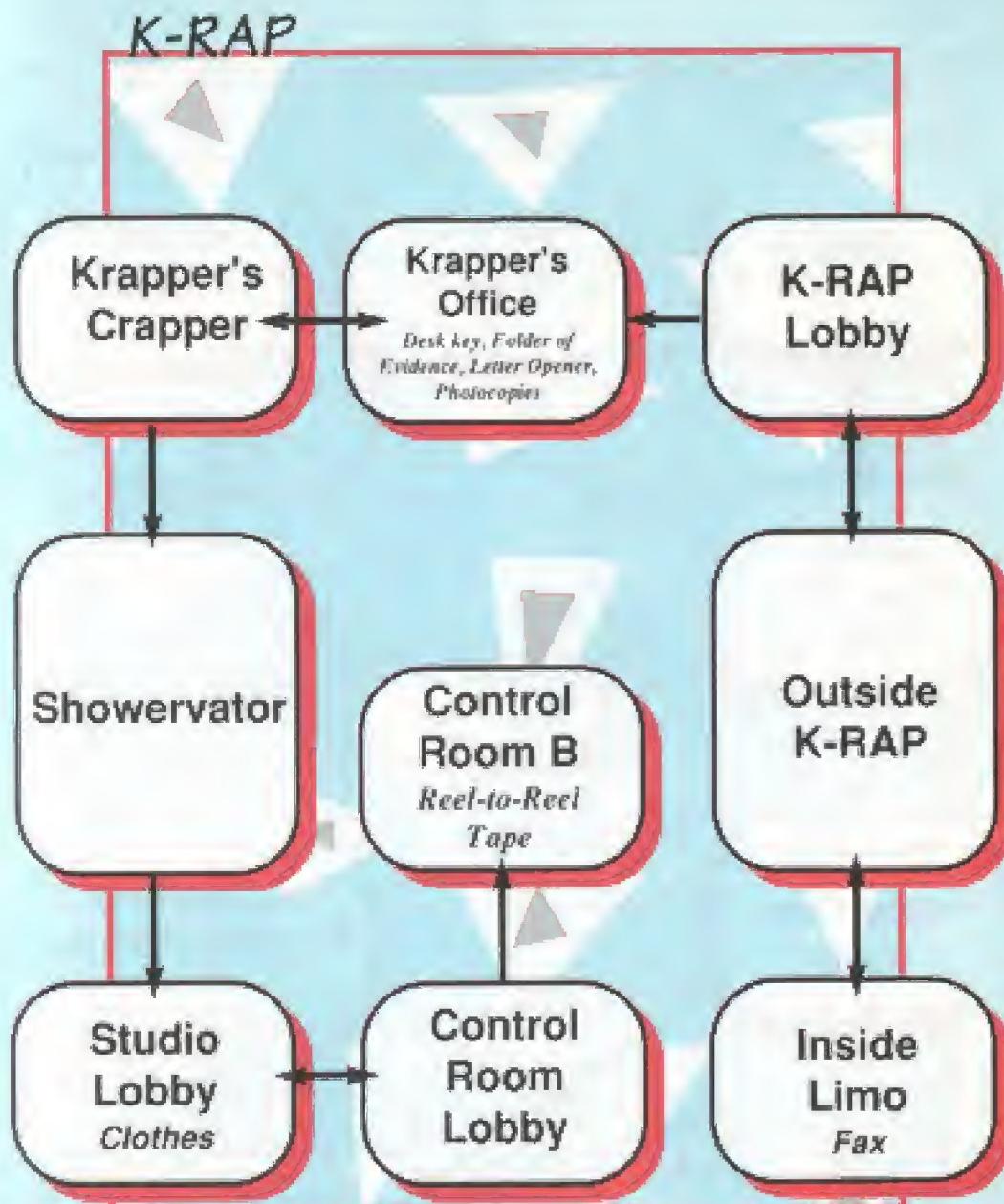
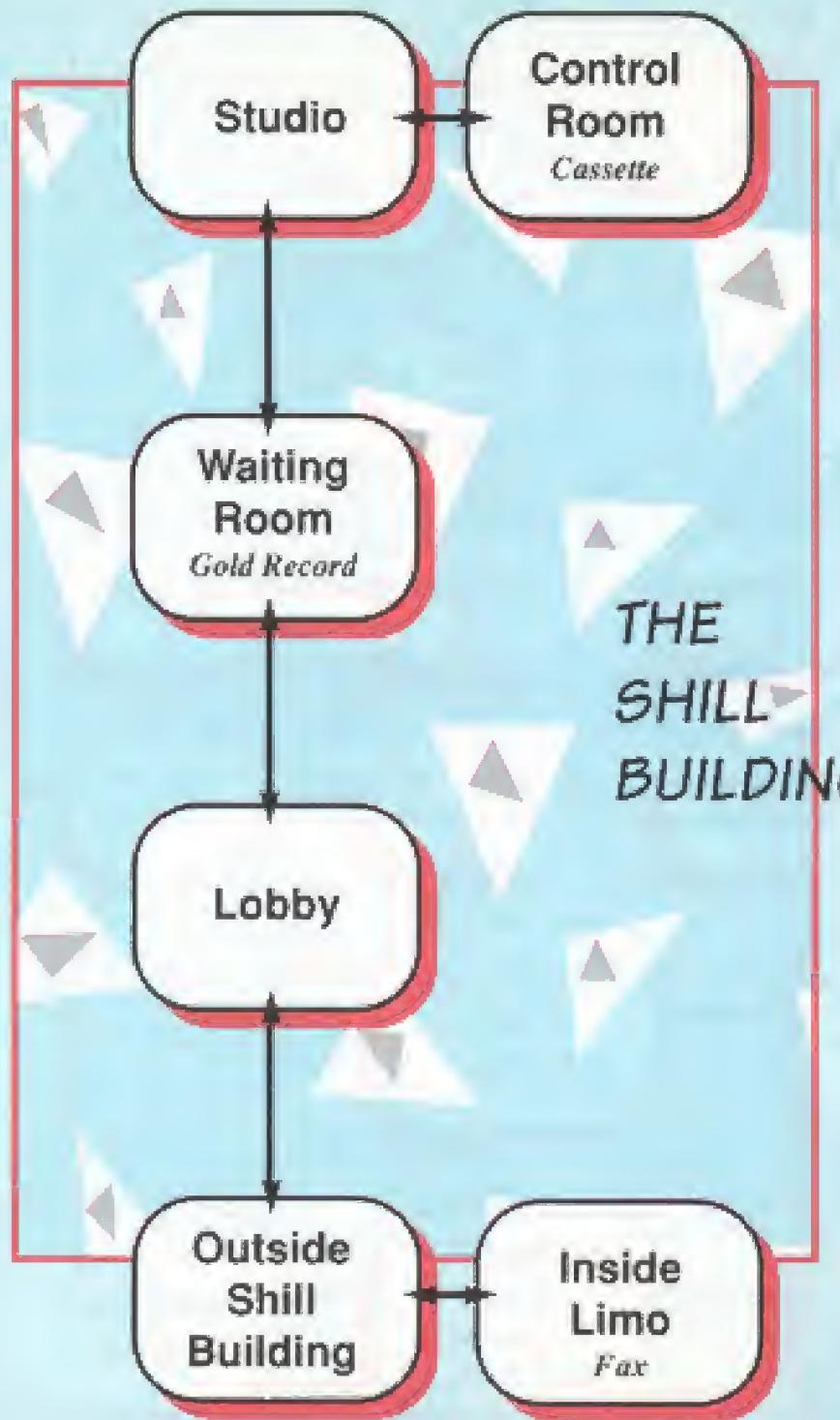


ALL AIRPORTS

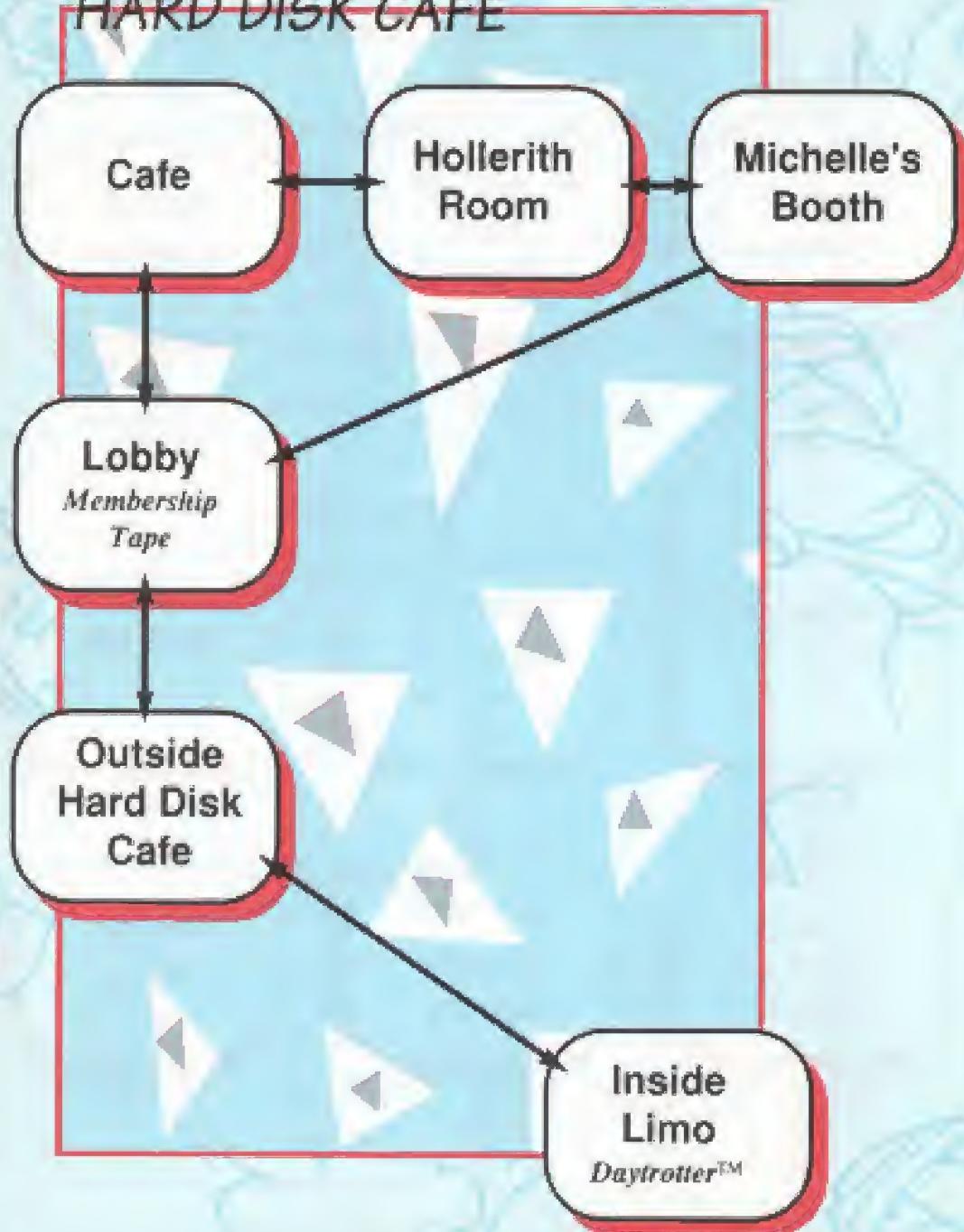


TRAMICASINO

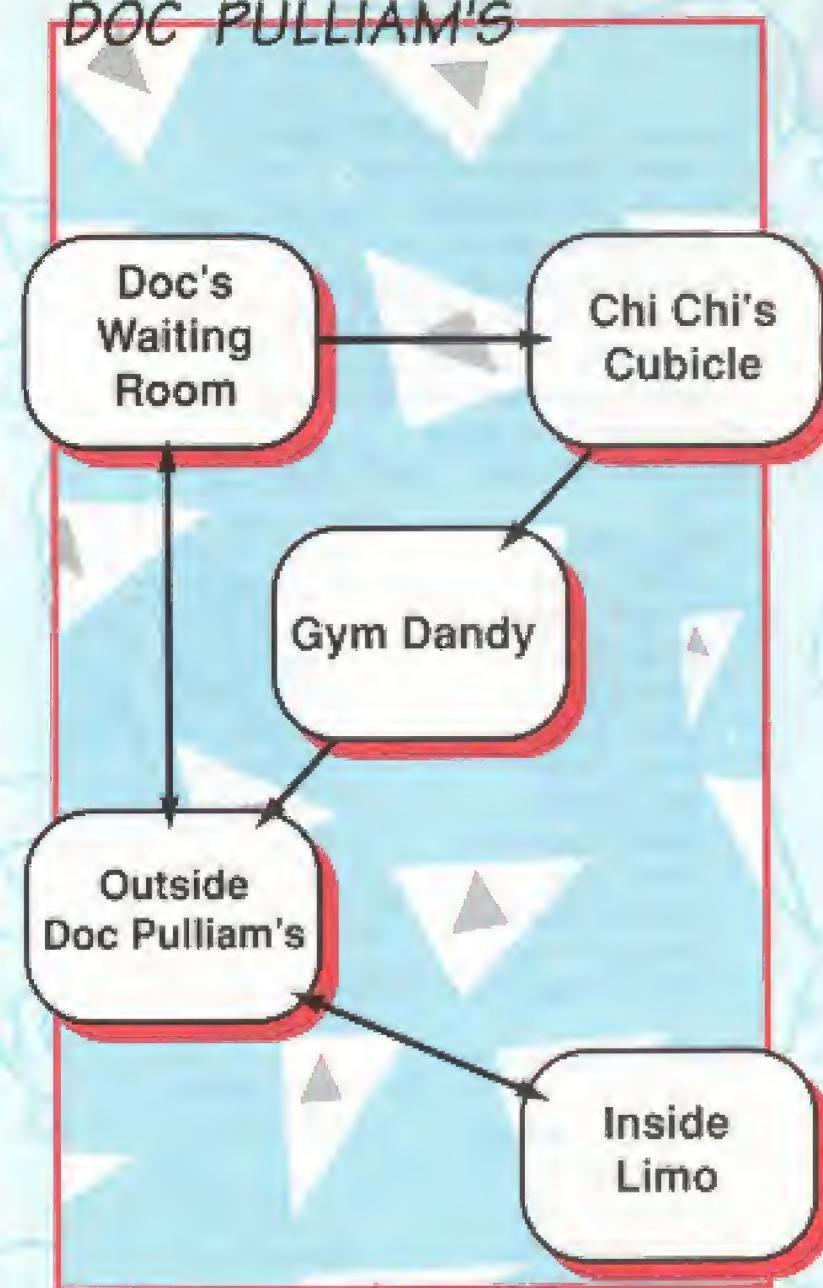




## HARD DISK CAFE



## DOC PULLIAM'S





# credits

**Executive Producer** Ken Williams  
**Creative Director** Bill Davis  
**Director, Game Designer & Programmer** Al Lowe  
**Producer** Guruka Singh Khalsa  
**Production Designer** Andy Hoyos  
**Art Designer** Jane Cardinal  
**Lead Programmer** Brian K. Hughes  
**Composer** Craig Safan  
**Art Team Manager** Cheryl Loyd

## Animators

Cheryl Loyd  
Barry T. Smith  
Roger Hardy, Jr.  
Dana Dean  
Karin Young  
Marc Hudgins  
Eric Kasner  
Phyllis Cucchiara  
Terry Falls  
Michael Hutchison  
Desie Hartman  
Willis Wong

## Background Artists

Jane Cardinal  
Maurice Morgan  
Andy Hoyos  
Cheryl Loyd  
Jay Friedmann  
Jennifer Shontz  
Gloria Garland



## Programmers

Brian K. Hughes  
Carlos Escobar  
Steve Conrad  
John Hartin  
Oliver Breisford  
Al Lowe

## Music Director

Mark Seibert

## Development System

Jeff Stephenson  
Robert E. Heitman  
Dan Foy  
Larry Scott  
John Reitig  
J. Mark Hood  
Chris Smith  
Terry McHenry  
Eric Han  
Chad Bye  
Mark Wilden  
Ken Koch  
John Crane  
Steve Coallier  
Randy Moss



## Additional Music

Chris Braymen

## Additional Written Material

Josh Mandel

## Quality Assurance

Robin Bradley

## Hint Book

Al Lowe  
Josh Mandel  
Gloria Garland  
Nathan Gams



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# SIERRA®

## Adventure Window

To reveal the HIDDEN chess, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



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